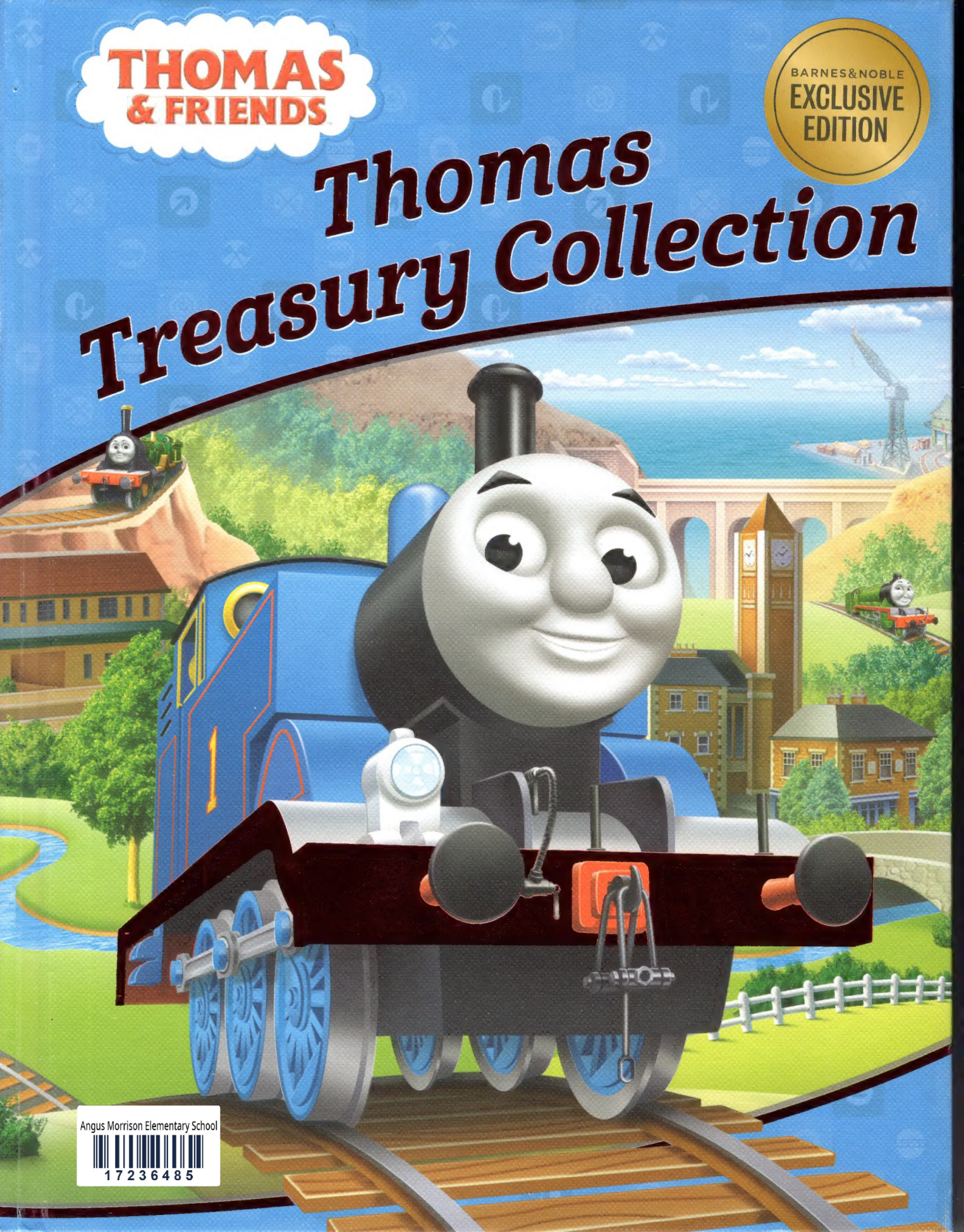

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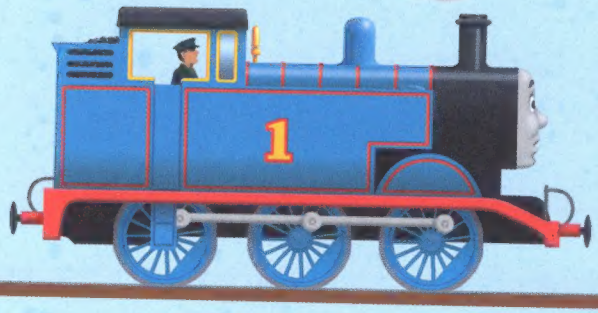

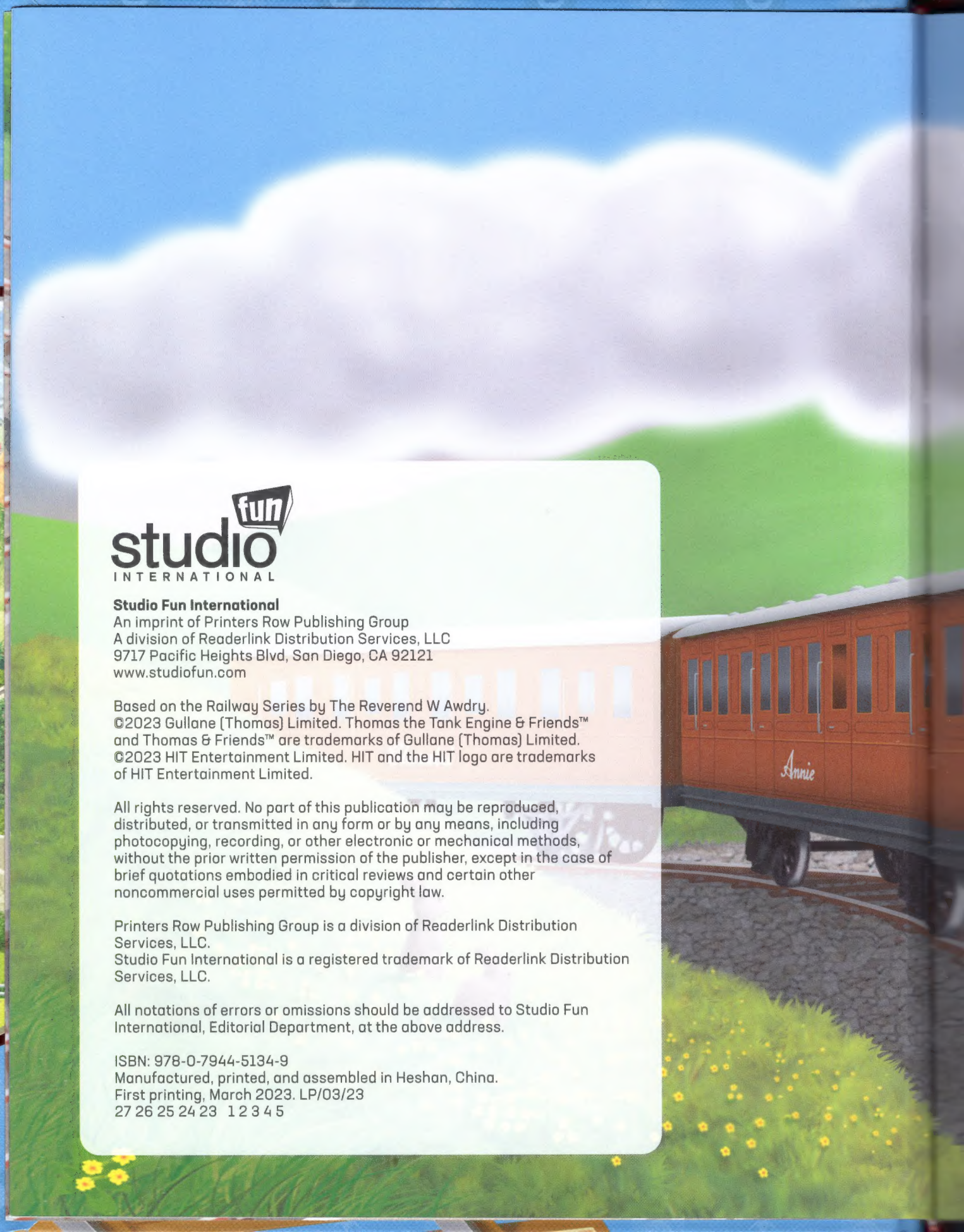

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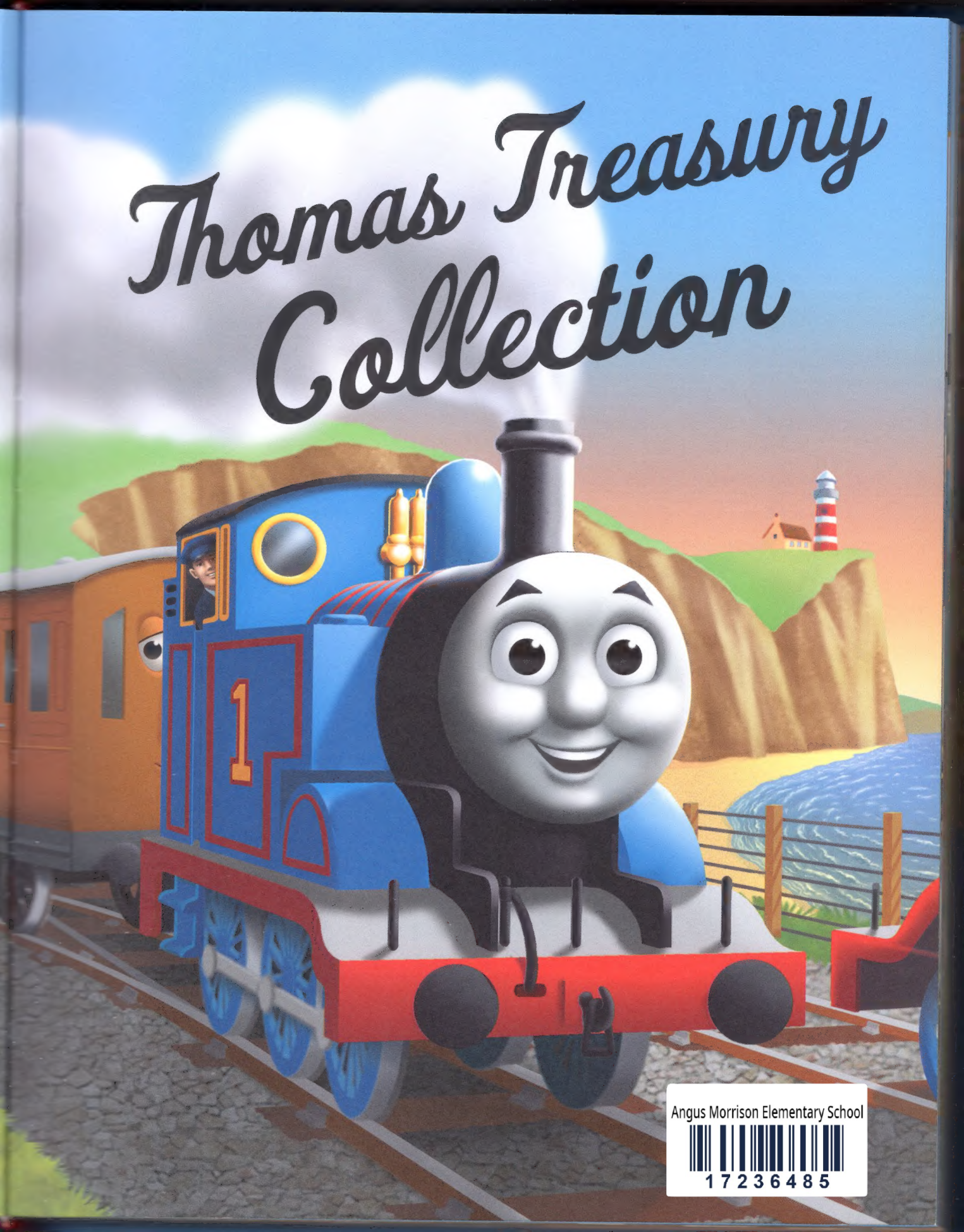

Angus Morrison Elementary School
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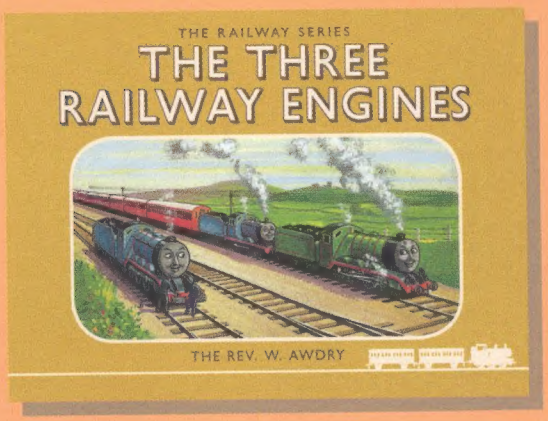
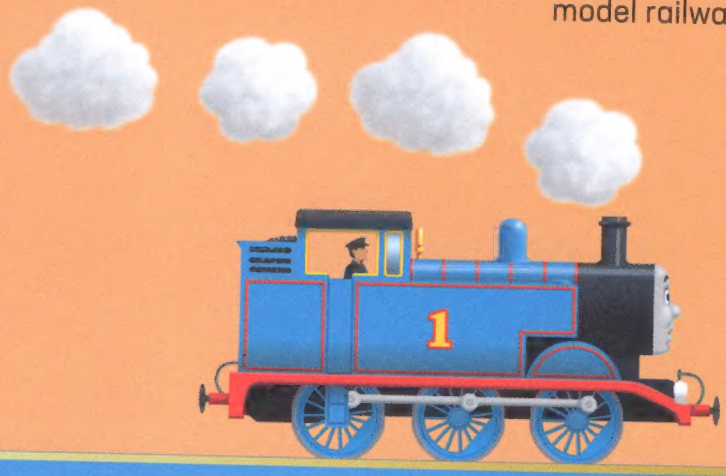
About the Author

The Reverend W. Awdry was the creator of twenty-six little books about Thomas and his famous engine friends, the first being published in 1945. The stories came about when the Reverend's two-year-old son Christopher was sick in bed with the measles. Awdry invented stories to amuse him, which Christopher then asked to hear time and time again. And now for seventy-five years, children all around the world have been asking to hear these stories about Thomas, Edward, Gordon, James, and the many other Really Useful Engines.

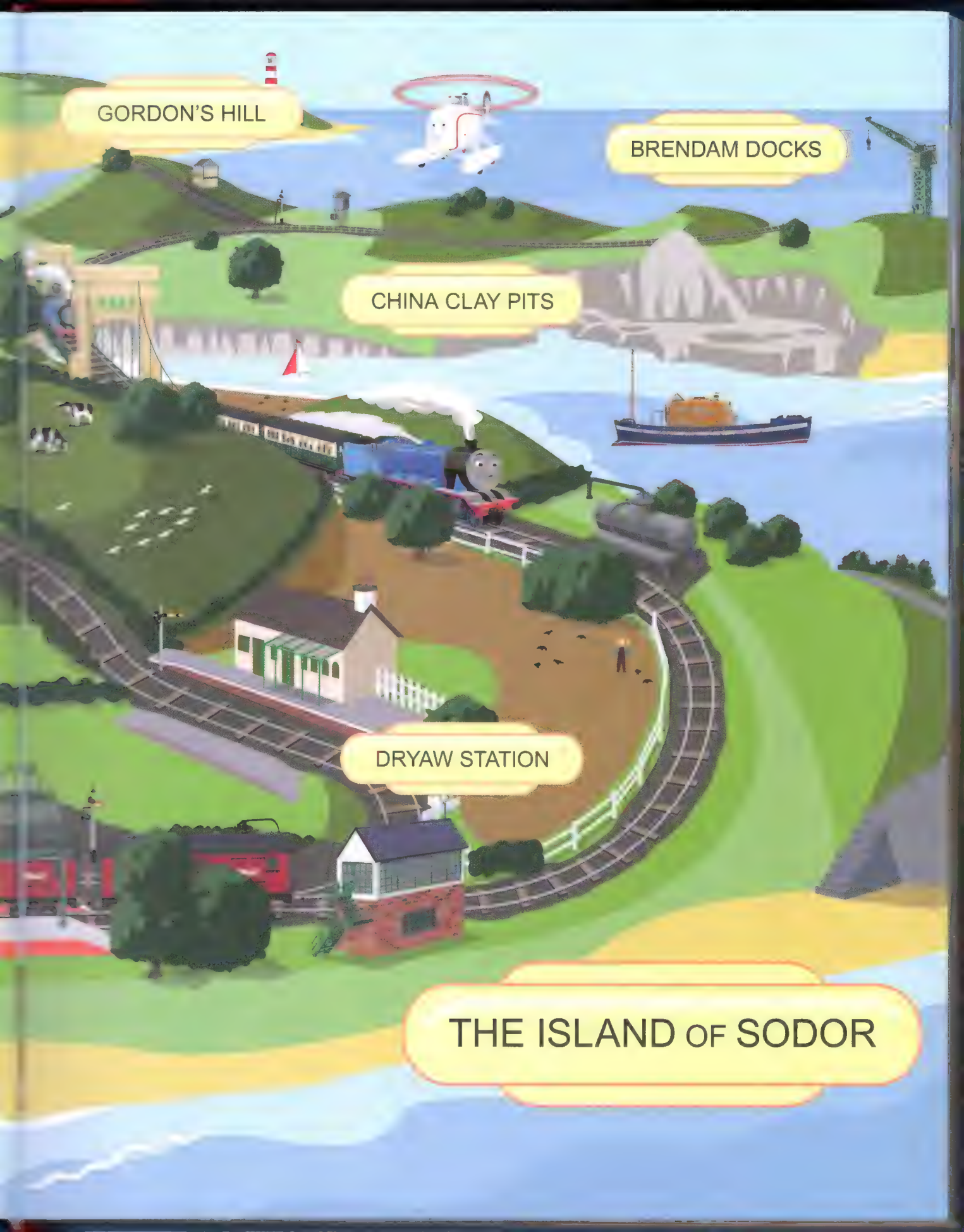


The Three Railway Engines, first published in 1945.

The Reverend Awdry with some of his readers at a model railway exhibition.



ULFSTEAD CASTLE
FFARQUHAR STATION
TIDMOUTH SHEDS
KNAPFORD STATION


GORDON'S HILL
BRENDAM DOCKS
CHINA CLAY PITS
DRYAW STATION
THE ISLAND OF SODOR

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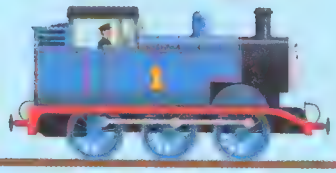

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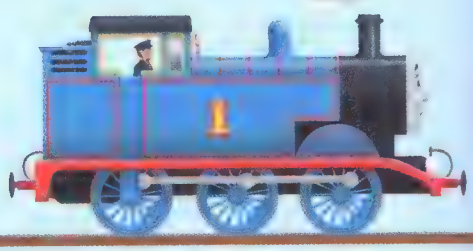
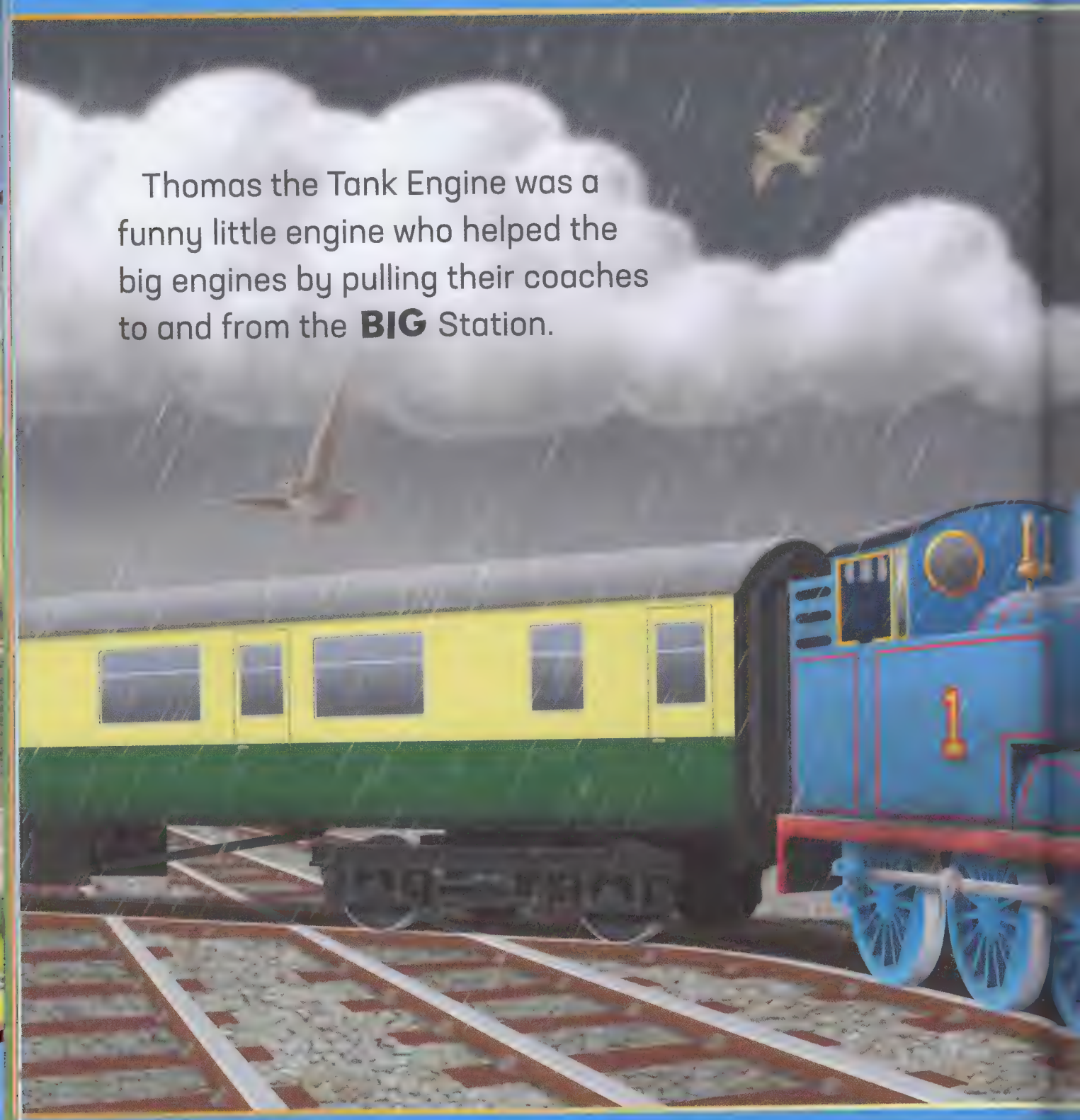
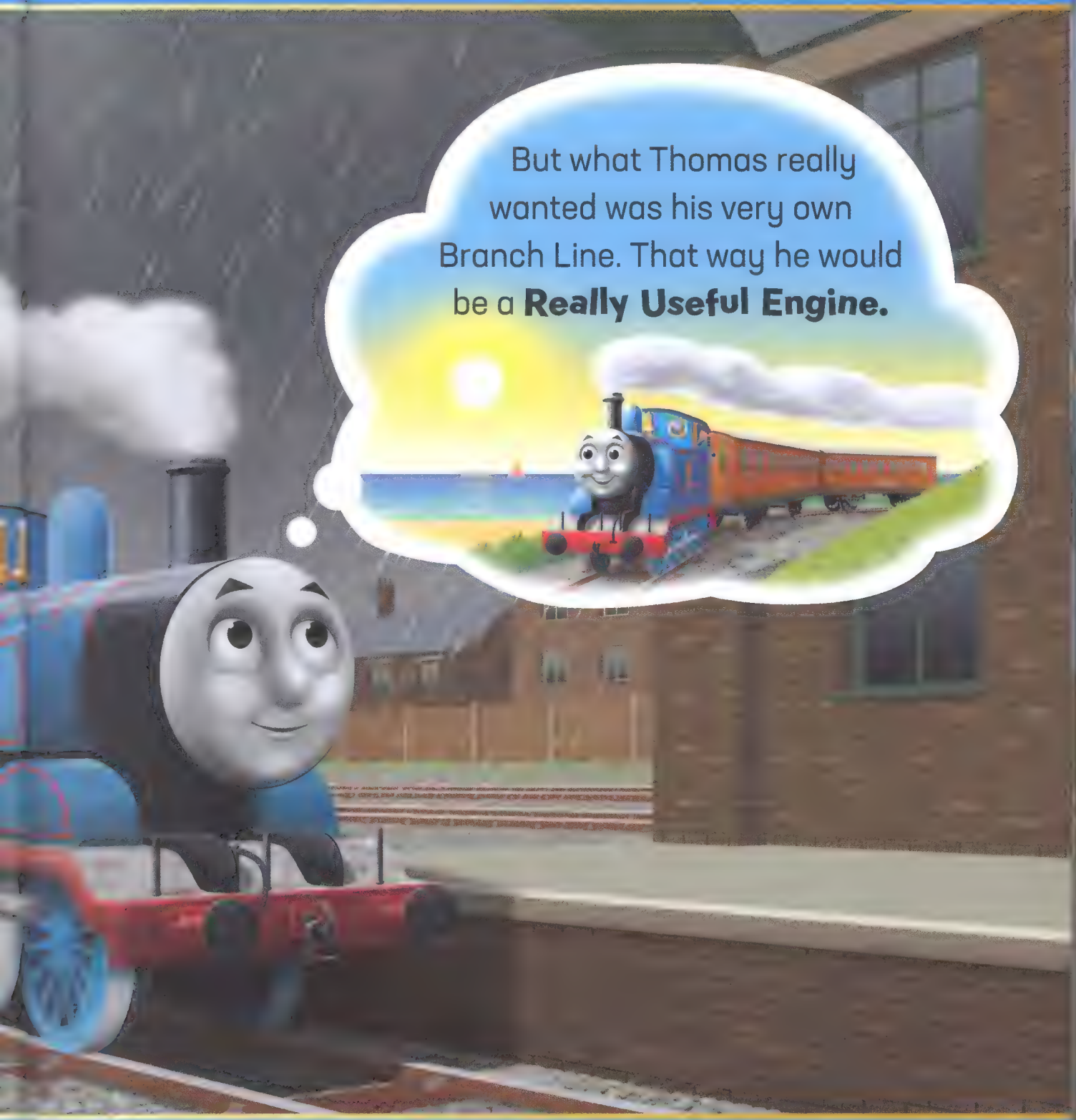


The Story of Thomas the Tank Engine

This is a story about Thomas the Tank Engine, who worked with his engine friends on Sir Topham Hatt's Railway on the Island of Sodor.



Thomas the Tank Engine was a funny little engine who helped the big engines by pulling their coaches to and from the **BIG** Station.


But what Thomas really wanted was his very own Branch Line. That way he would be a **Really Useful Engine.**

Sometimes Thomas liked to play tricks on the other engines.

One day, when Gordon, the **big, strong** engine, was very tired from pulling the heavy Express train, Thomas came up beside him and whistled loudly.

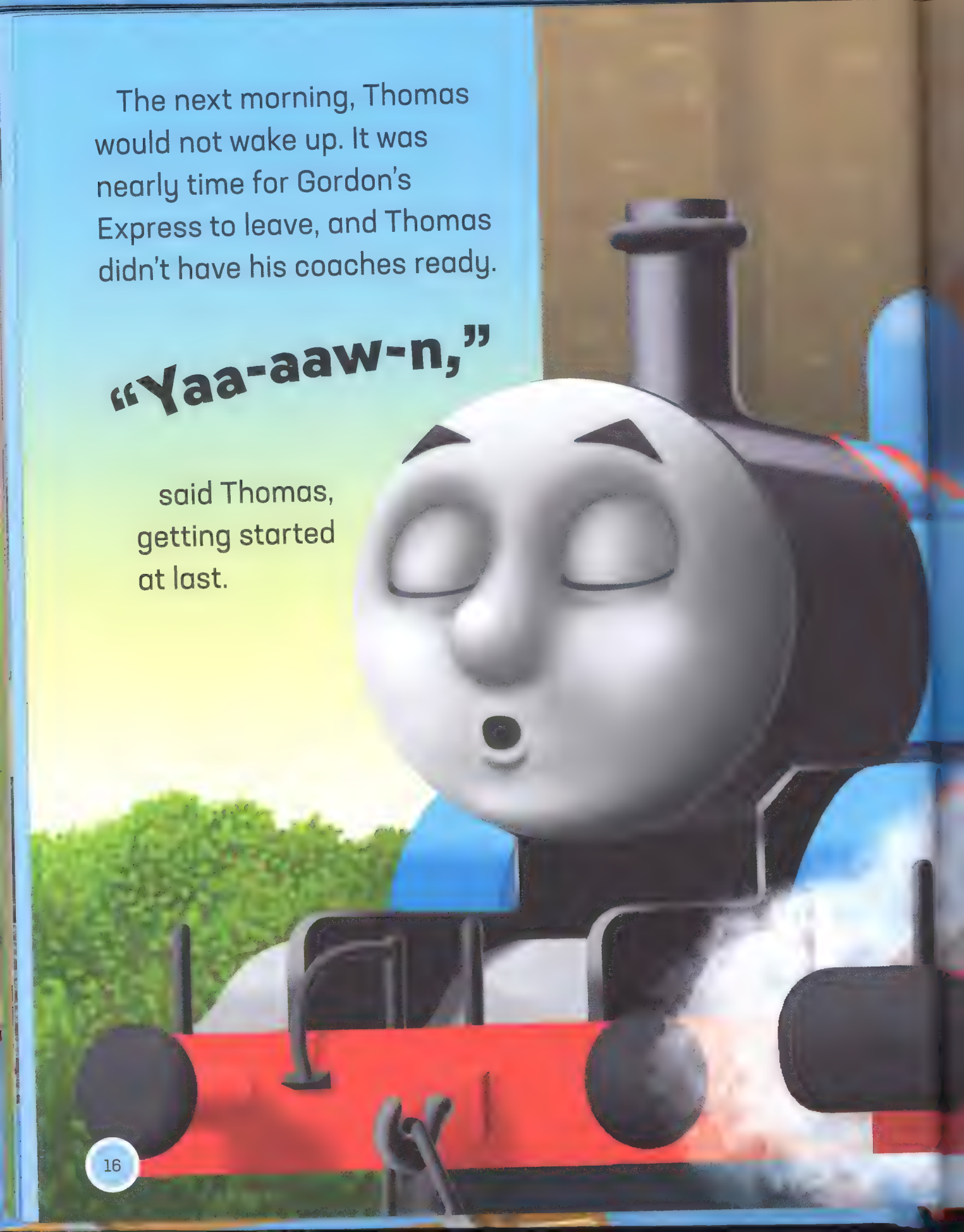
"WAKE UP, LAZYBONES!"

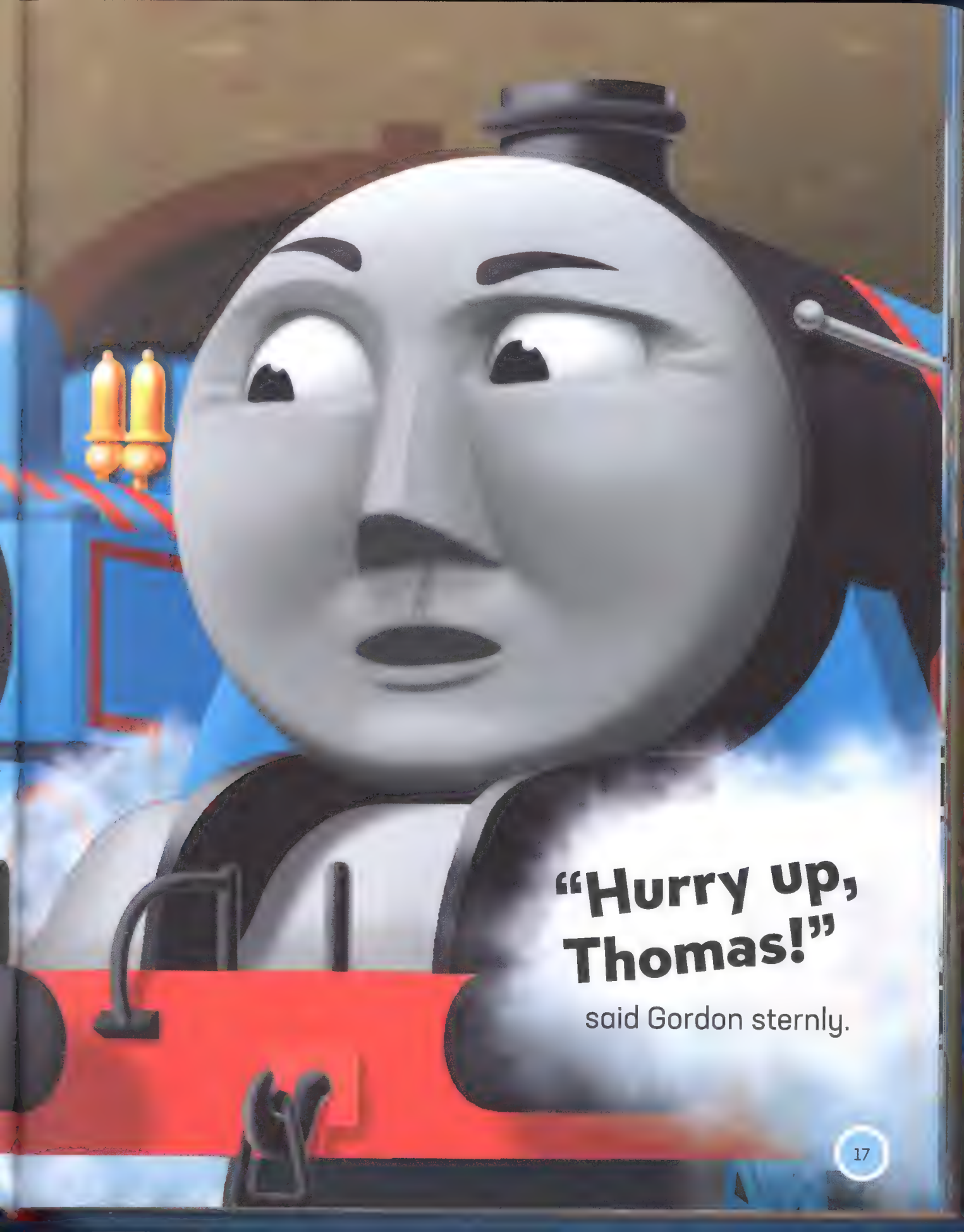
That surprised Gordon! He decided to teach Thomas a little lesson.

The next morning, Thomas would not wake up. It was nearly time for Gordon's Express to leave, and Thomas didn't have his coaches ready.

"Yaa-aaw-n,"

said Thomas, getting started at last.





"Hurry up, Thomas!"

said Gordon sternly.

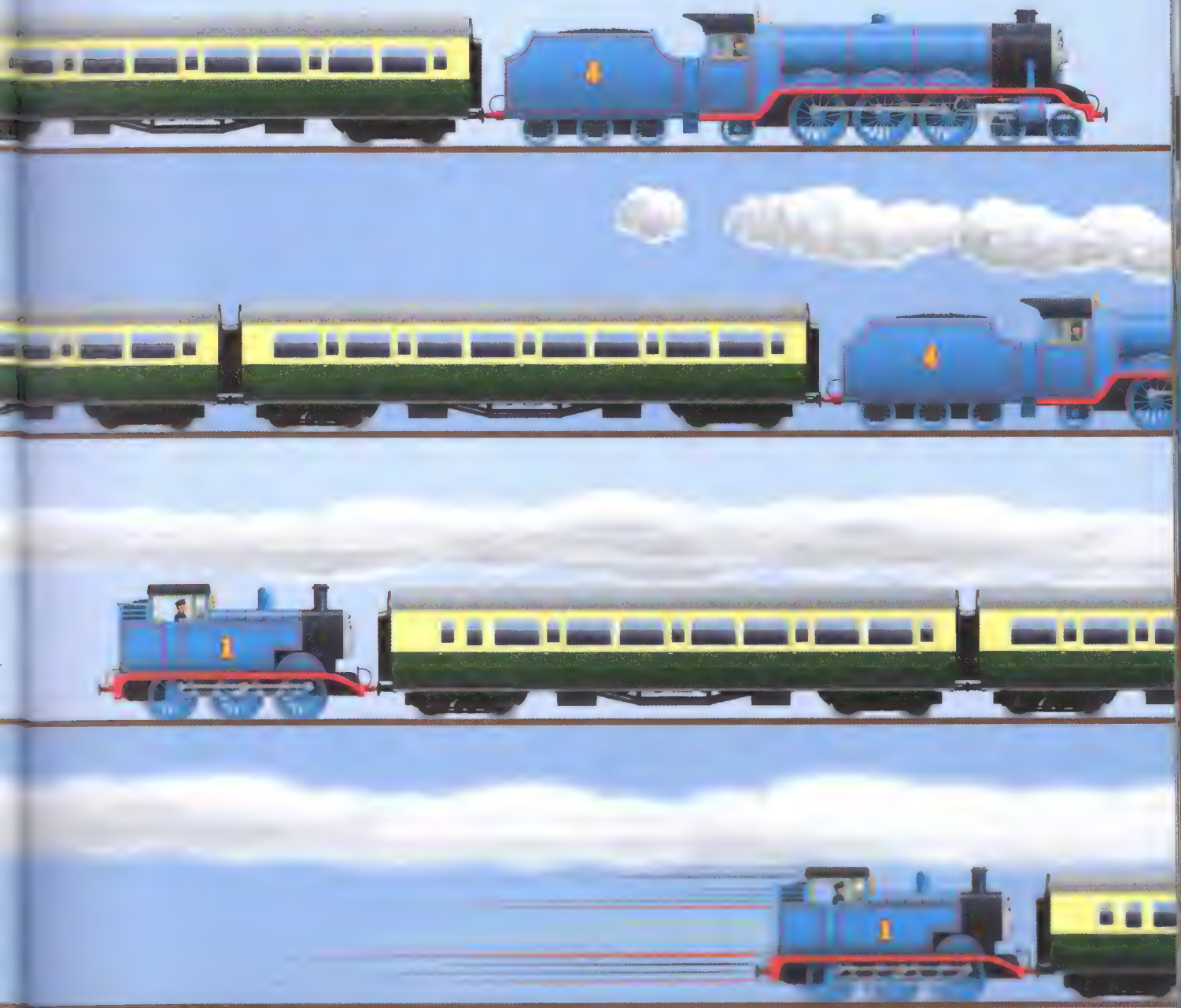
Thomas's job was to push Gordon's train to help him start.

As he moved out of the station, he started to go **faster** and **faster**.

Faster and **faster** and **faster** and faster Gordon went.

It was way too **fast** for Thomas!

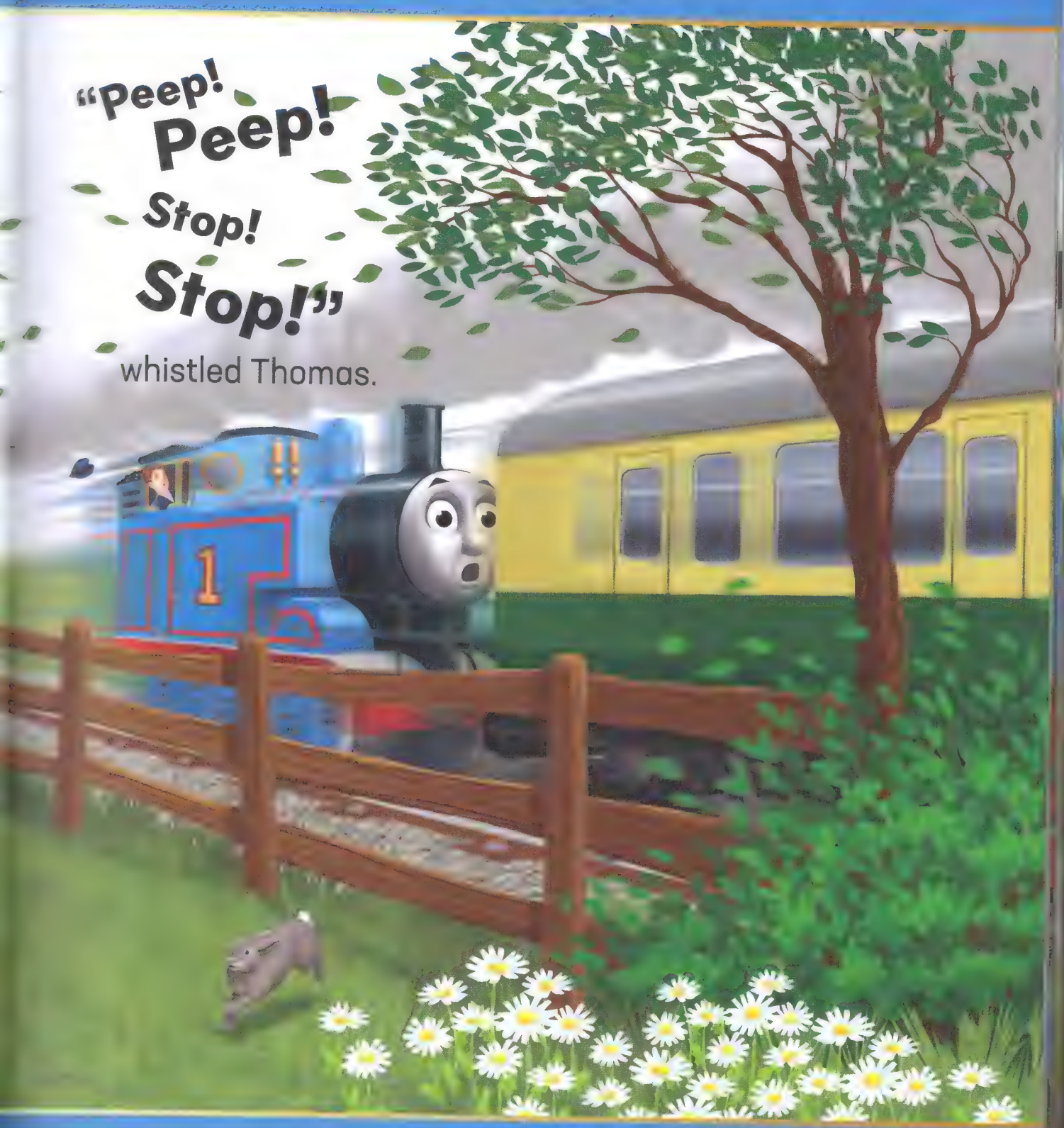
That morning was Gordon's chance to teach Thomas a lesson.

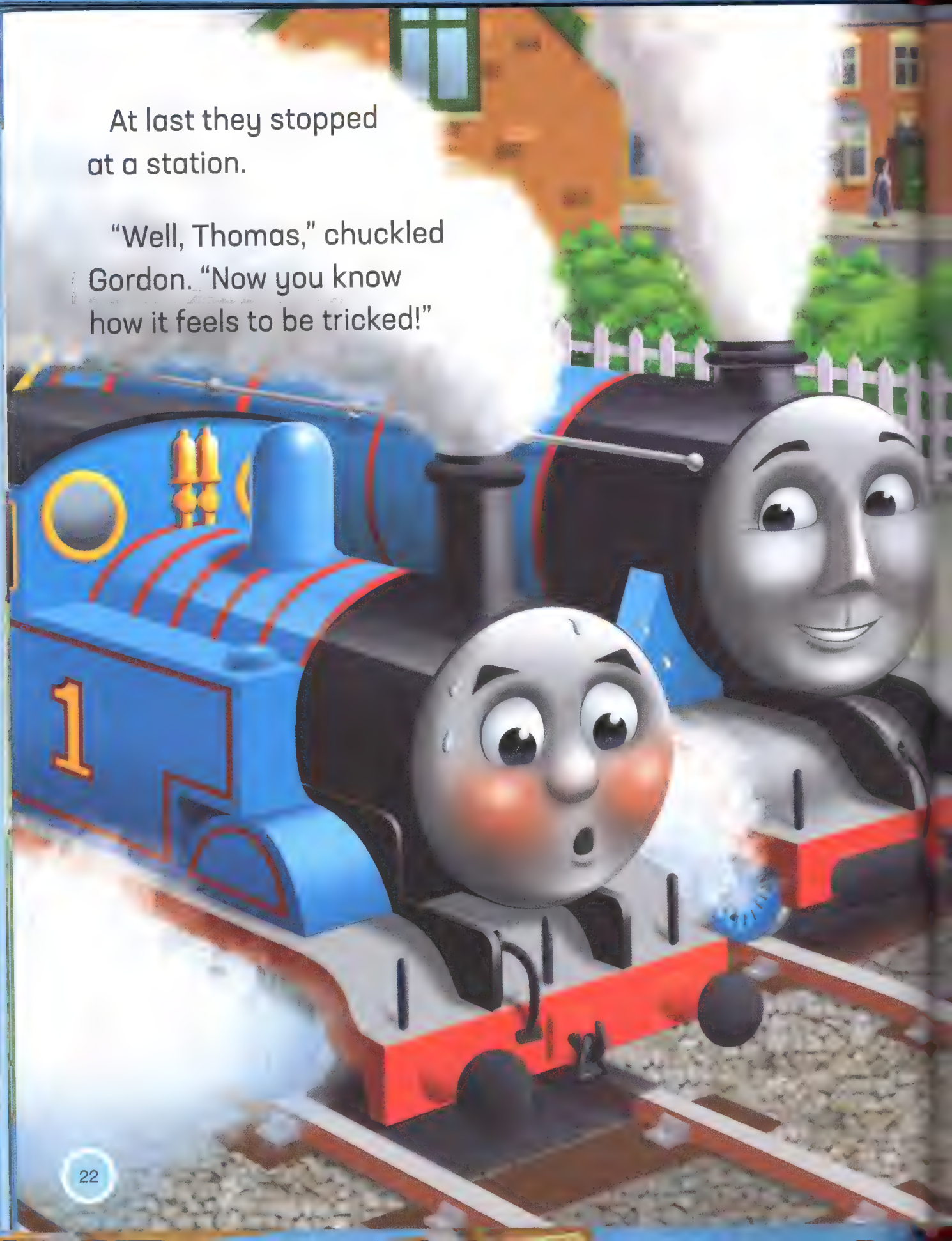


"Hurry, hurry, hurry, hurry!"
laughed Gordon.

Thomas was going faster
than he had ever gone before.

"My wheels will wear out!"
he thought.


"Peep!
Peep!
Stop!
Stop!"
whistled Thomas.
1



At last they stopped at a station.

"Well, Thomas," chuckled Gordon. "Now you know how it feels to be tricked!"

"Puff! Puff!"

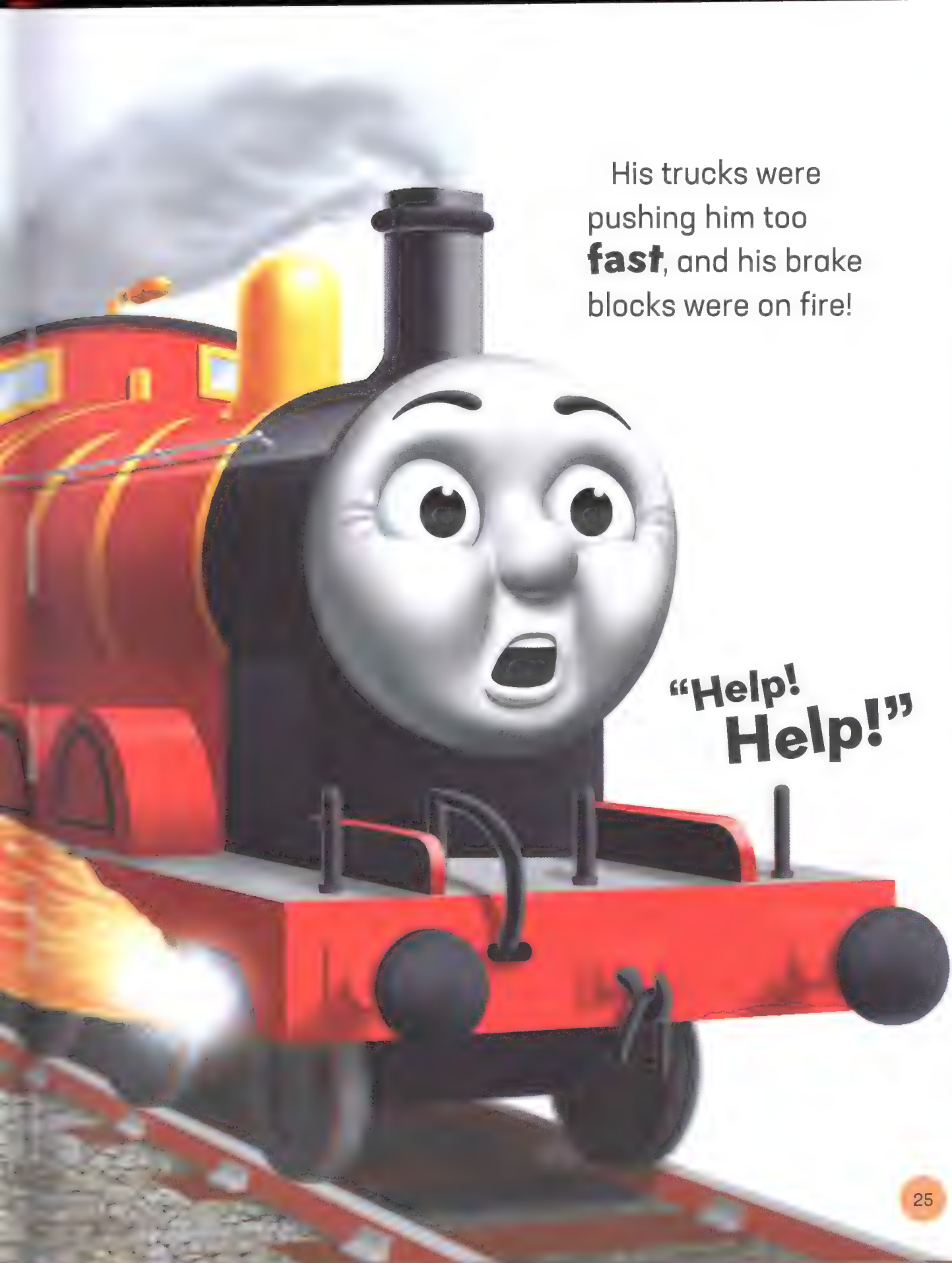
panted tired Thomas.

He was too out of breath to say anything. His silliness got him into trouble. Maybe he would never get his own Branch Line now.

The next day, Thomas saw some strange-looking trucks in the Yard.

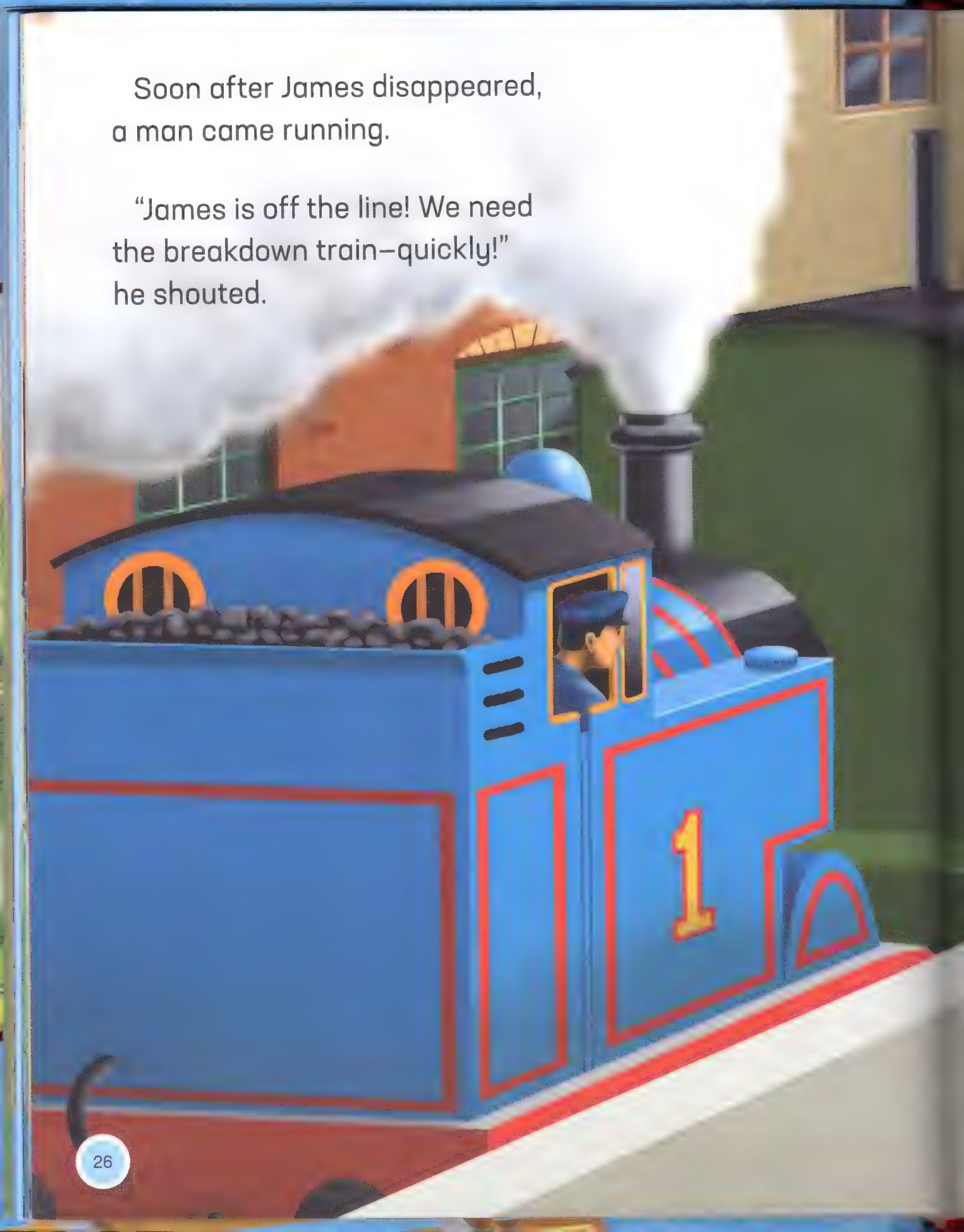
"That's the breakdown train," said his Driver. "It helps out when there's an accident."

Just then, James, the Splendid Red Engine, came through the Yard crying.


His trucks were pushing him too **fast**, and his brake blocks were on fire!
"Help! Help!"

Soon after James disappeared, a man came running.

"James is off the line! We need the breakdown train–quickly!" he shouted.

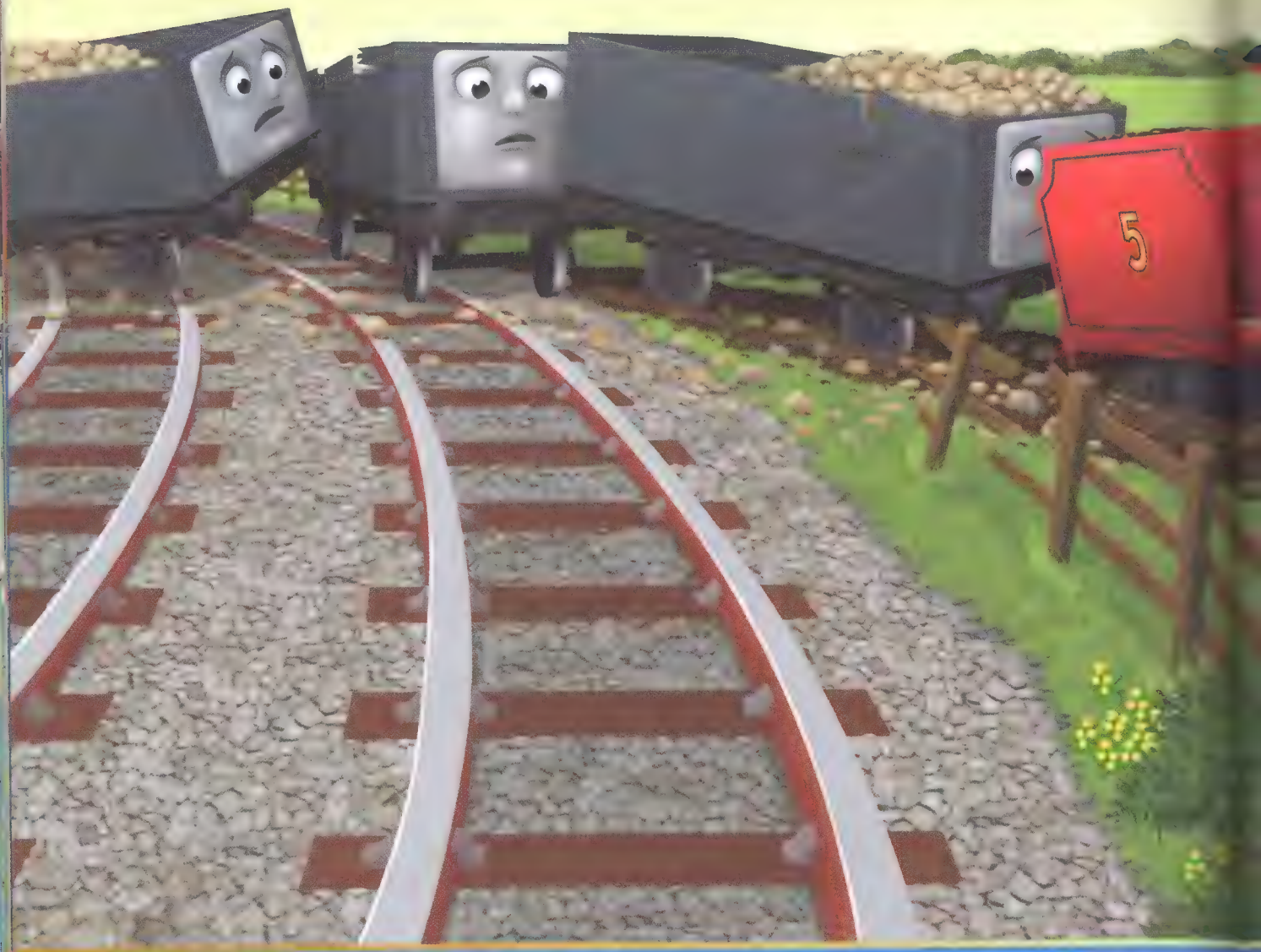


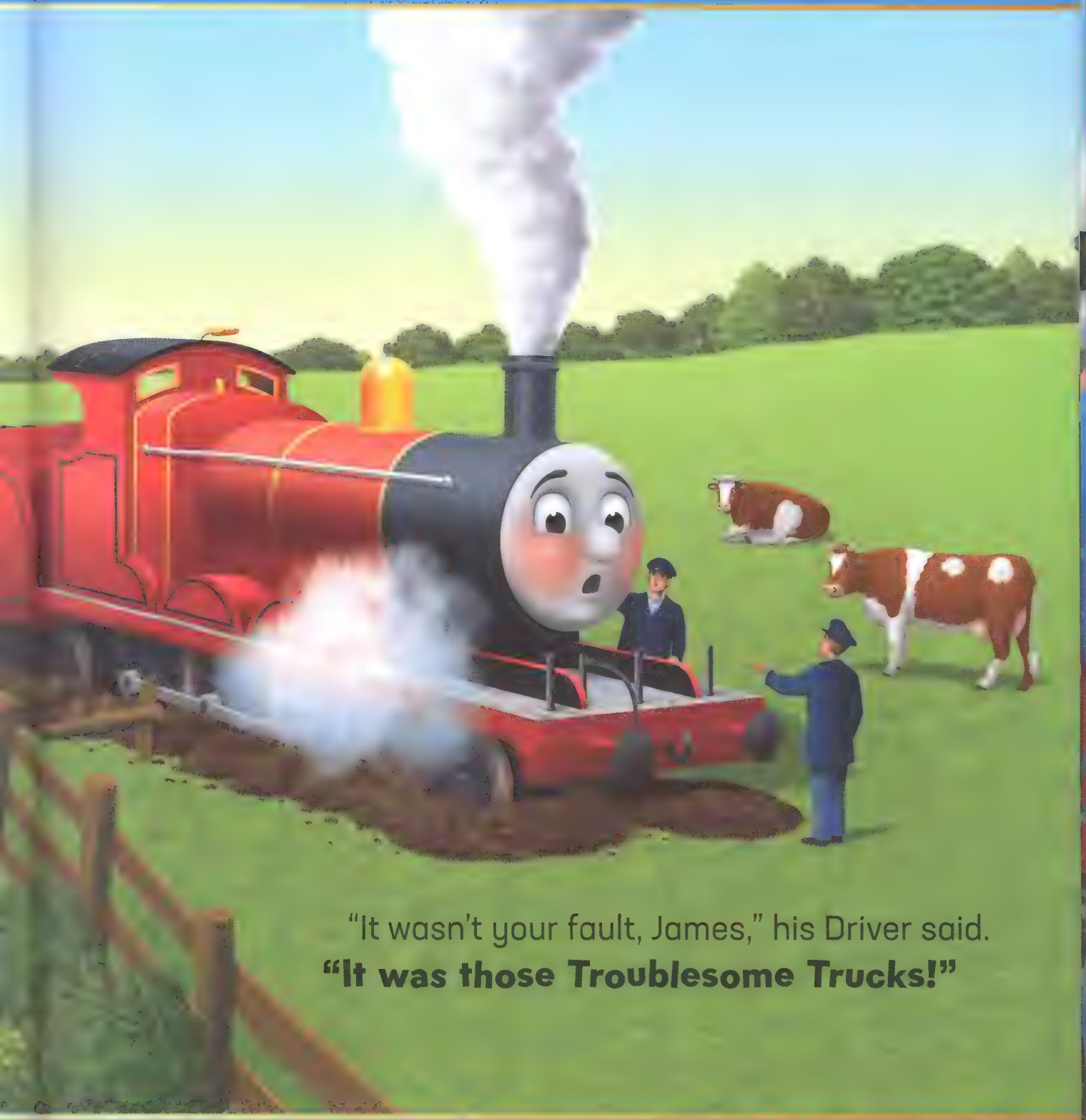
Thomas was hooked onto the breakdown train, and off he went as **fast** as he could.

Whirrrrrrr went his wheels along the track.

"I have to help James," he said.

They found James in a field with the trucks piled in a heap behind him. His Driver and Fireman were checking that he was all right.





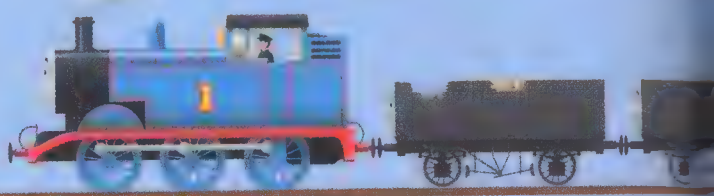
"It wasn't your fault, James," his Driver said.
"It was those Troublesome Trucks!"

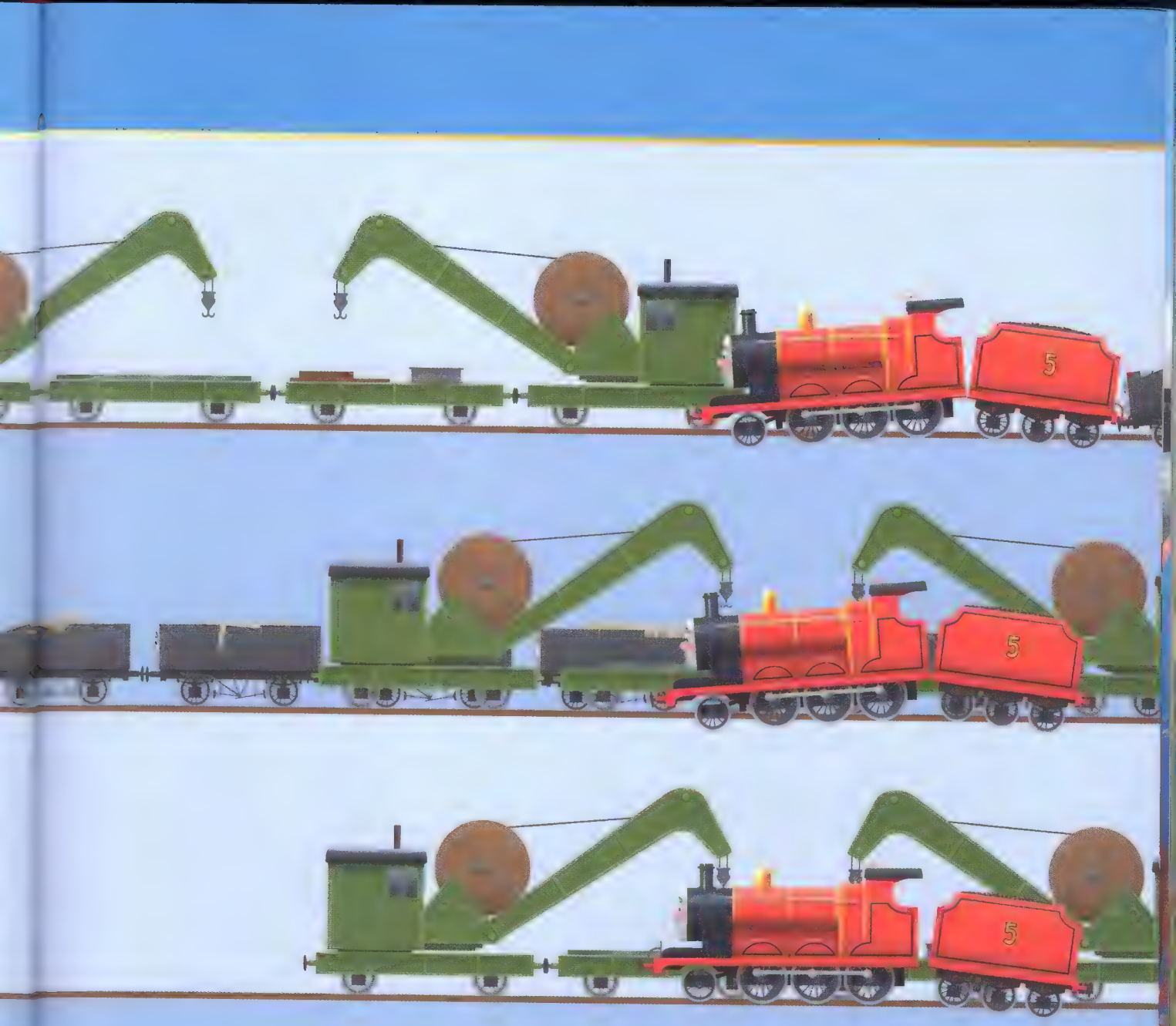
James needed help. Thomas pushed the breakdown train alongside James.

Then he pulled some trucks out of the way.

He was soon back to pick up the rest.

"Oh . . . no!
Oh . . . no!"
they groaned.

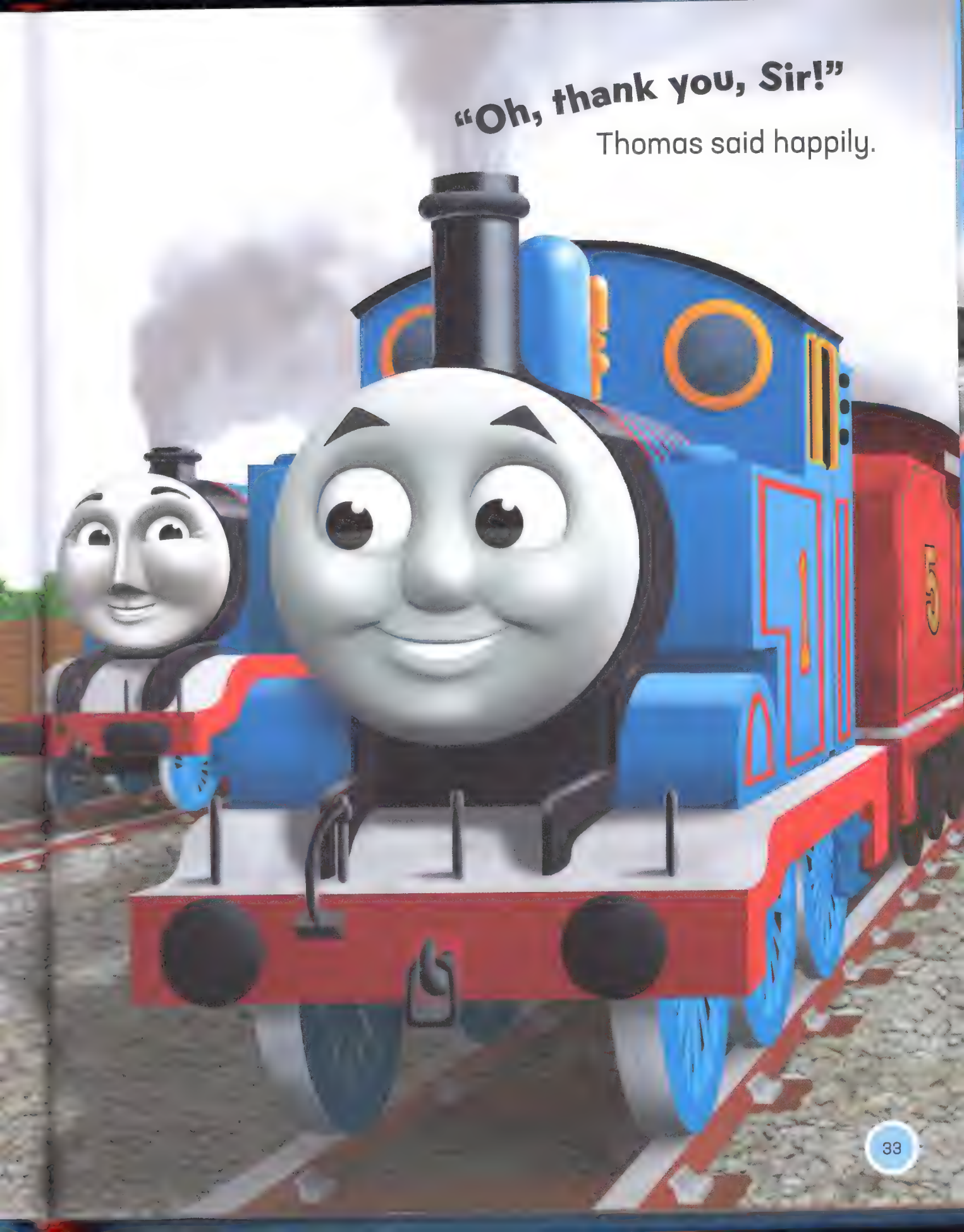




"Serves you right," puffed Thomas.
He worked hard all afternoon.

Thomas pulled James back to the Shed, where Sir Topham Hatt was waiting.

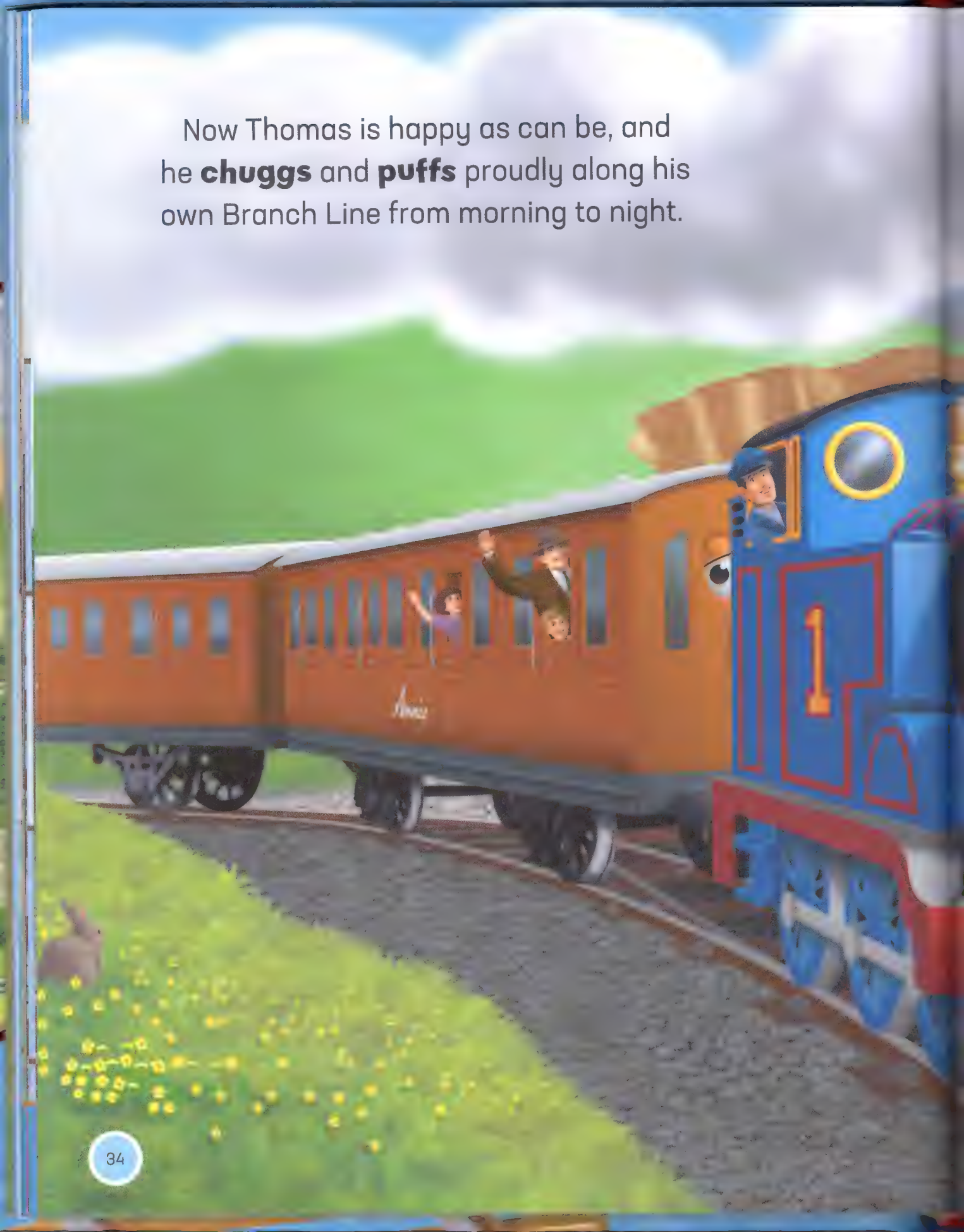
"Well, Thomas," he said, "you have shown that you're a **Really Useful Engine**. I'm so happy with you that I'm going to give you your own Branch Line."

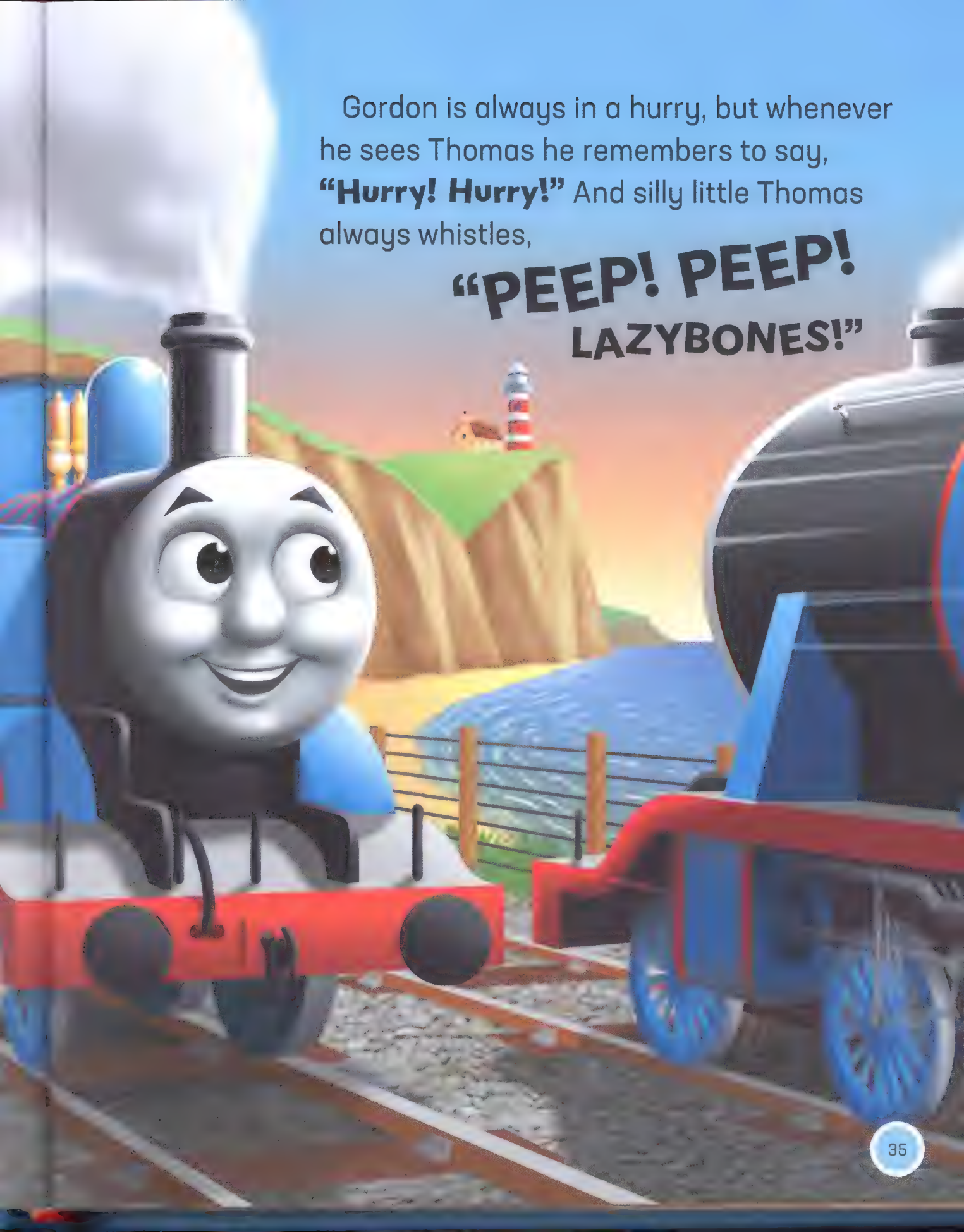


"Oh, thank you, Sir!"

Thomas said happily.

Now Thomas is happy as can be, and he **chuggs** and **puffs** proudly along his own Branch Line from morning to night.

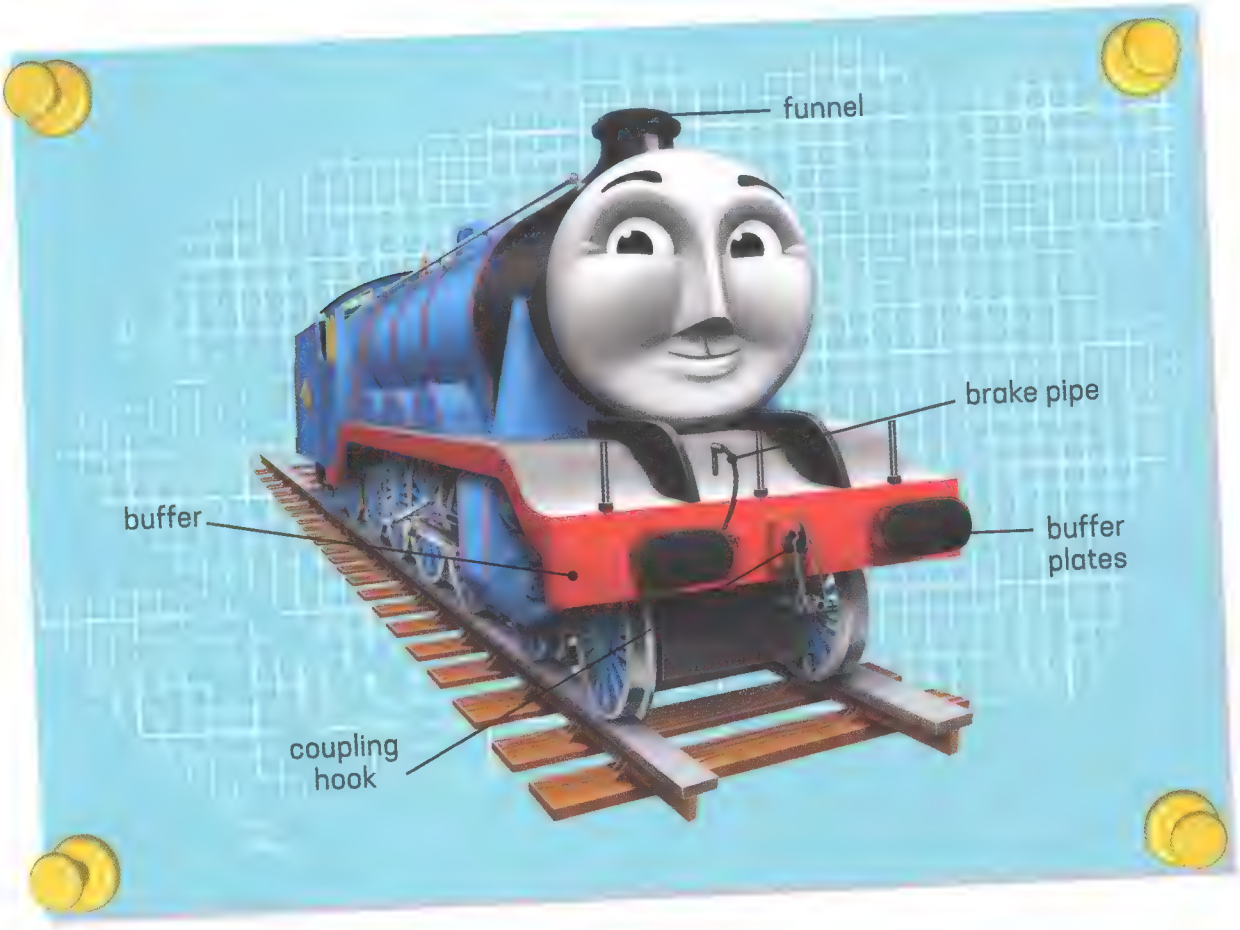




Gordon is always in a hurry, but whenever he sees Thomas he remembers to say, **"Hurry! Hurry!"** And silly little Thomas always whistles,

"PEEP! PEEP! LAZYBONES!"

More about Gordon



Gordon's challenge to you

Look back through the pages of this story and see if you can spot:

horse

bunny

cow

conductor

light tower

1

Thomas and the Robot

This is a story about Thomas the Tank Engine and some machines that came to visit . . .

It was a busy day on Sodor. A Technology Fair was taking place at Ulfstead Castle.

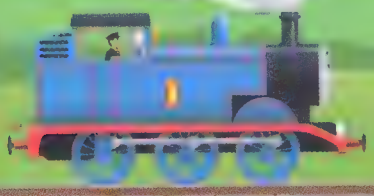
Inventors from all over the world were bringing **marvelous machines** to the fair. Thomas had so much to do!

"All aboard, all aboard!" Thomas sang out.
He took passengers up to Ulfstead Castle . . .

. . . and pulled some Very Important Inventions.

"Rocket booster coming through, rocket booster coming through!" puffed Thomas.

He even guided a car-plane invention to the fair. **Clickety-clack, clickety-clack!**



When the fair finally opened, there were inventions everywhere! A huge robot called Metal Man stomped past Thomas.

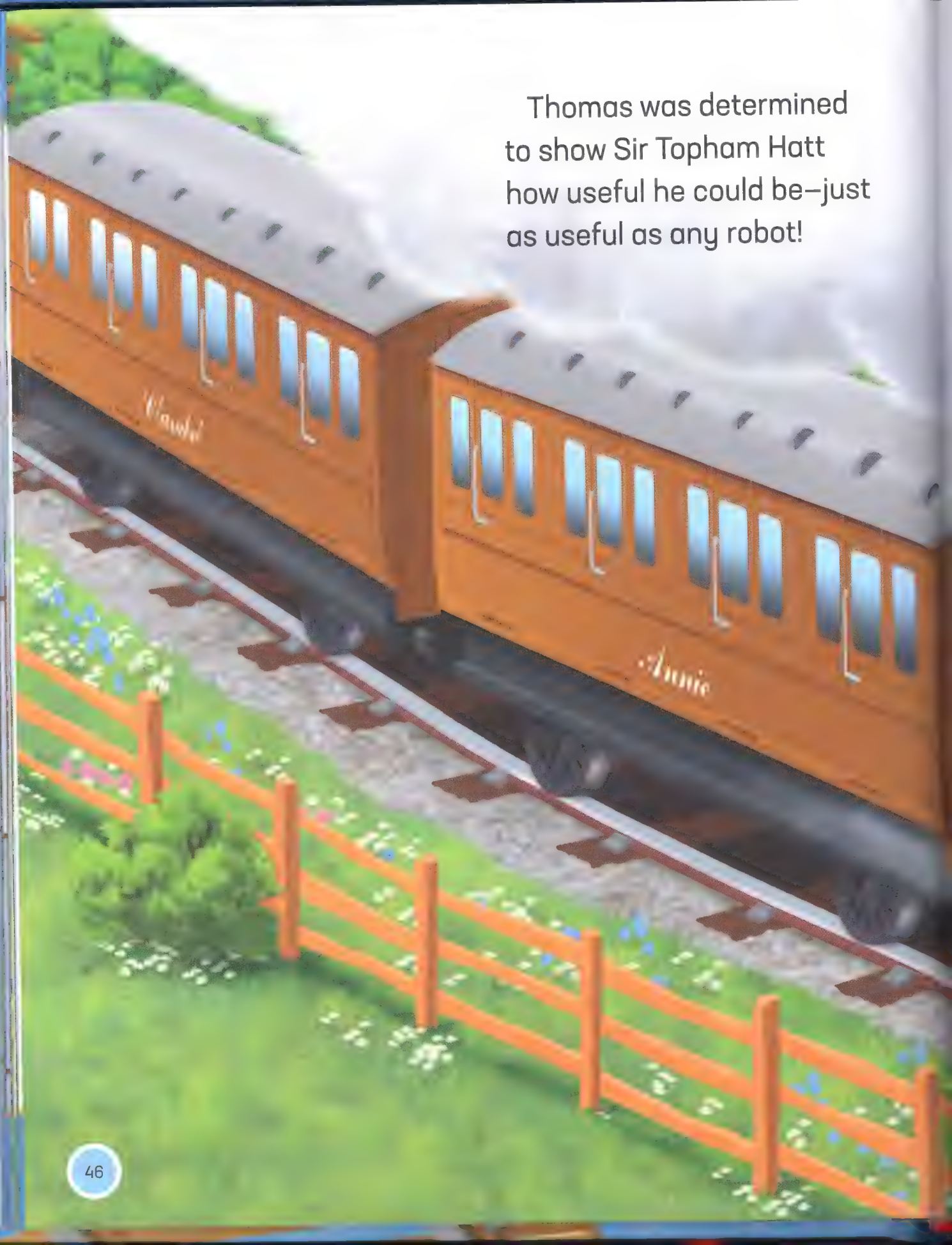
Clink!

Clink!

Clink!

"Welcome to the future!" said Sir Topham Hatt.

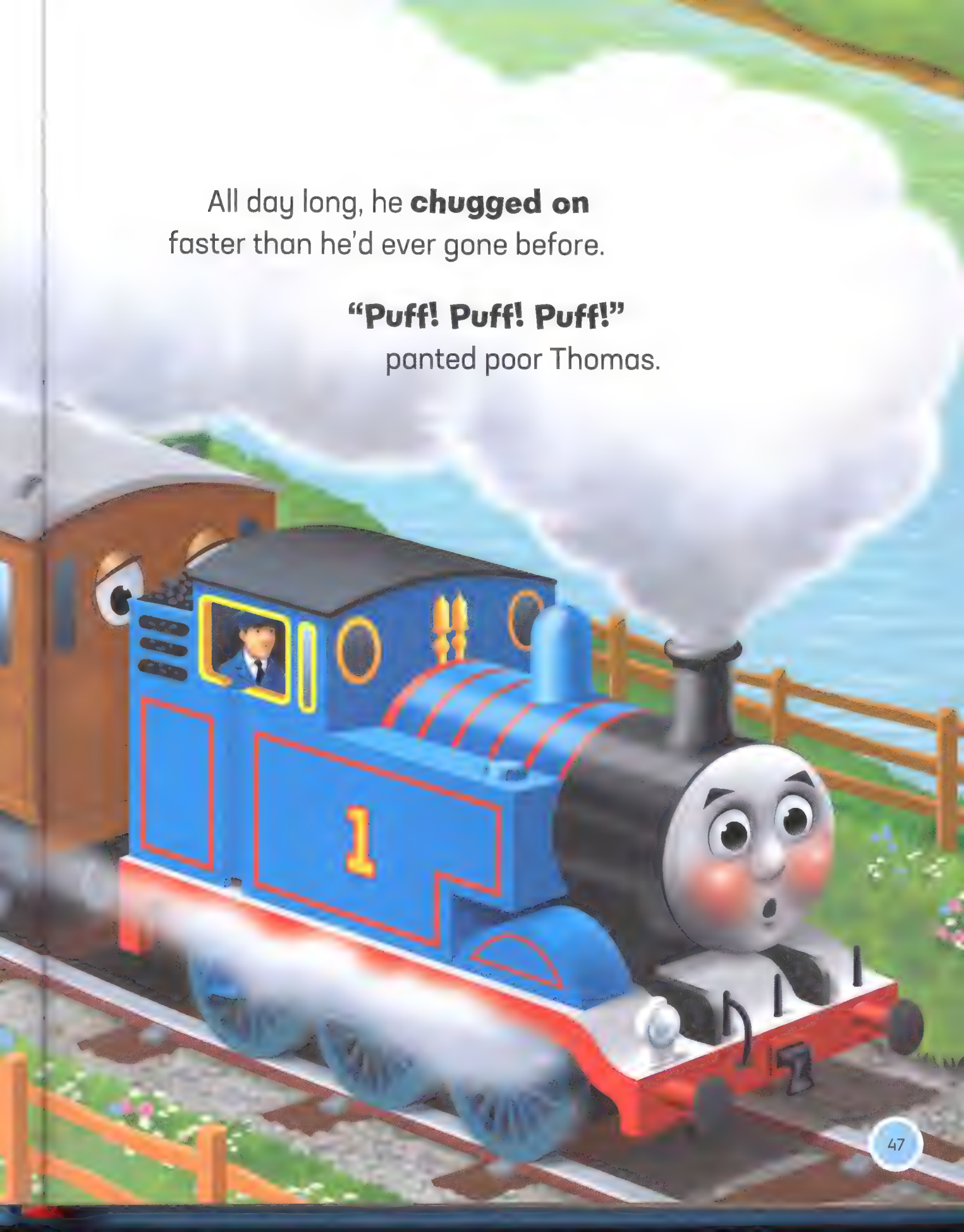
Thomas was excited, but he felt worried. With all these new inventions, would the Steam Team be part of the future too?



Thomas was determined to show Sir Topham Hatt how useful he could be–just as useful as any robot!

All day long, he **chugged on**
faster than he'd ever gone before.

"Puff! Puff! Puff!"
panted poor Thomas.



At the next station, the guard was waiting on the platform.

"Watch out on the tracks today, Thomas. There's a silver machine on the rails," warned the guard.

"It's the fastest thing on Sodor!" the guard said.

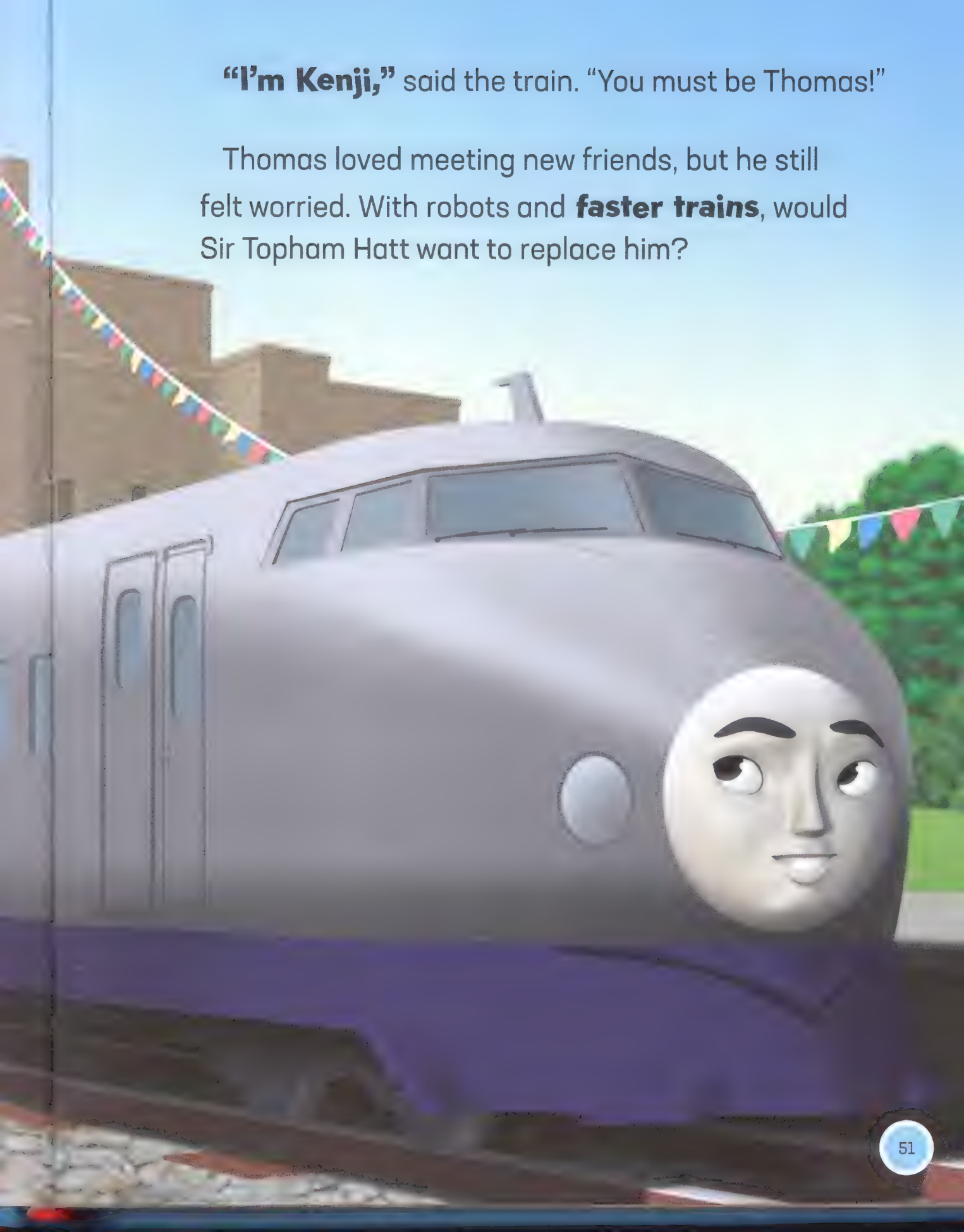
"It's probably another robot," Thomas sighed.

When Thomas rolled in at Ulfstead Castle, the silver machine was by the platform. It wasn't a robot at all. It was a high-speed train from Japan.

The fastest in the world!

"I'm Kenji," said the train. "You must be Thomas!"

Thomas loved meeting new friends, but he still felt worried. With robots and **faster trains**, would Sir Topham Hatt want to replace him?



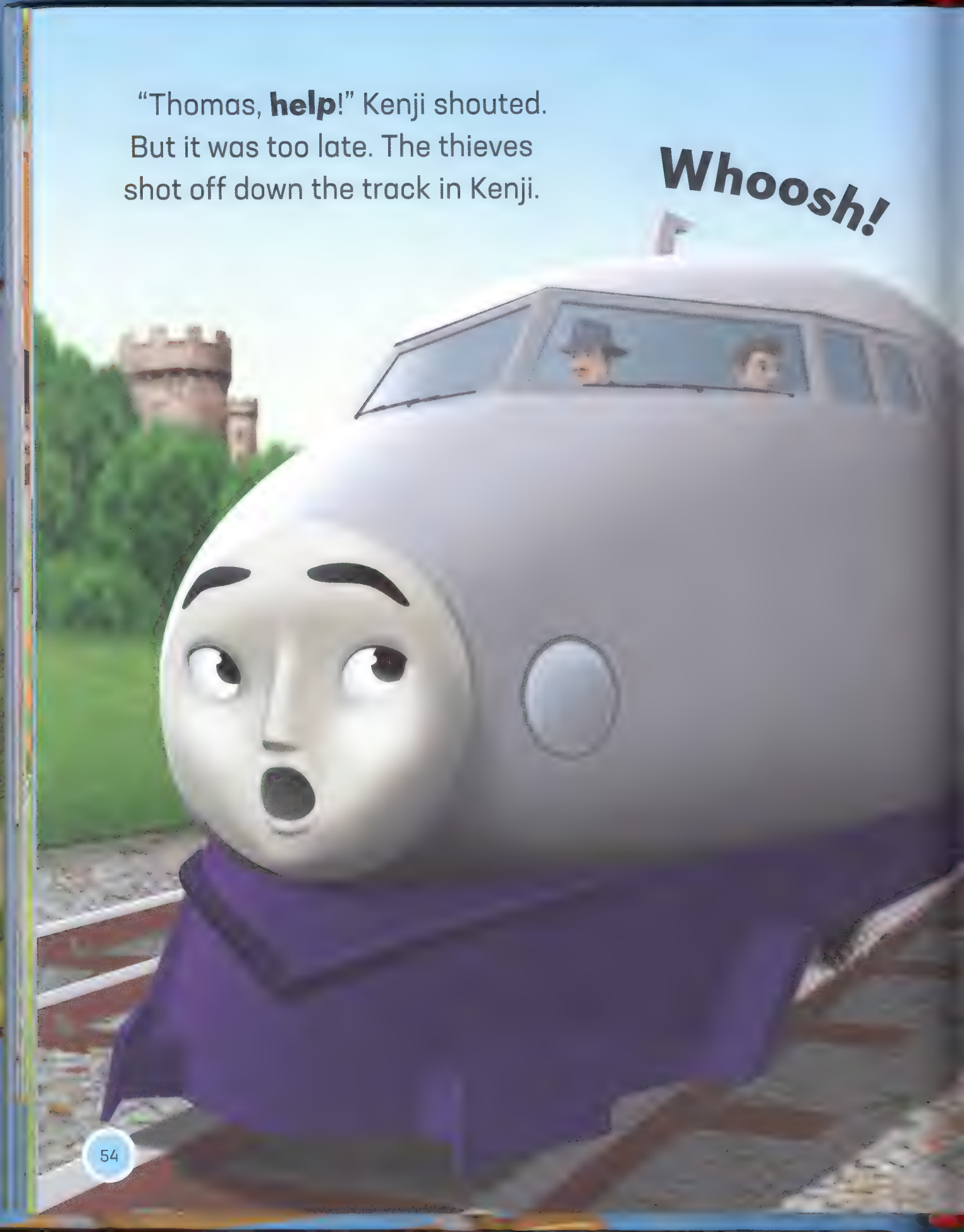
"Thomas, look!" giggled Kenji. A flying car buzzed right over Thomas.

Buzz! Buzz!

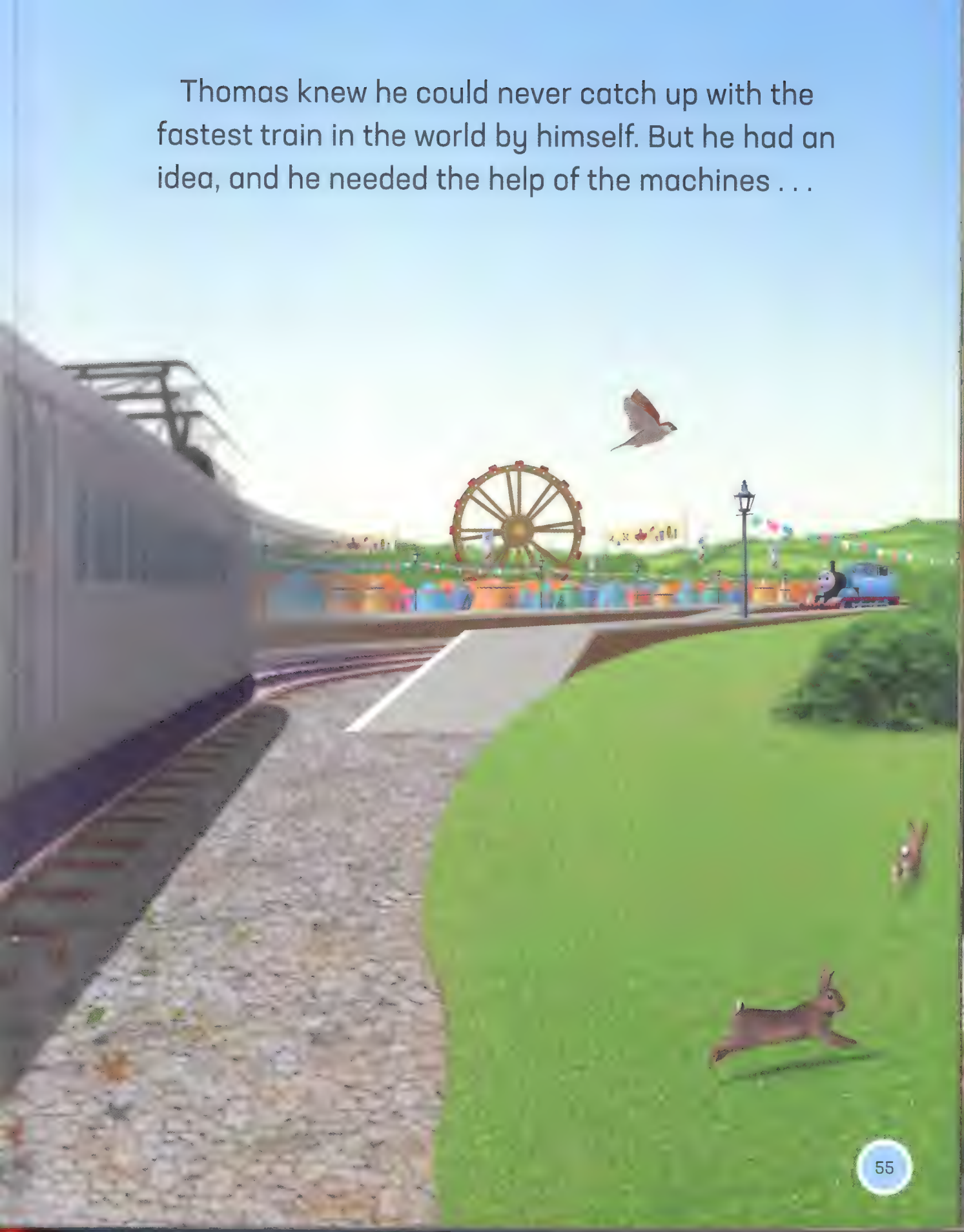
Further down the platform, Thomas saw two men carrying the box of plans. As the men started to climb into Kenji's cab, Sir Topham Hatt let out a shout.

"Thieves!" he cried. "Those men have stolen the blueprints for the flying car!"

"Thomas, **help**!" Kenji shouted. But it was too late. The thieves shot off down the track in Kenji.



Thomas knew he could never catch up with the fastest train in the world by himself. But he had an idea, and he needed the help of the machines . . .



Thomas hooked up to the rocket booster and . . .

"Must catch up, must catch up!" Thomas puffed.

Thomas unhooked from the rocket truck and overtook Kenji.

. . . and suddenly, Thomas was in front of Kenji!

WHOOSH! The rocket roared into life and pushed Thomas faster, faster, and faster.

Whirr! Whirr! Whirr!
Sparks fizzed from Thomas's wheels.

The Signalperson changed the points . . .

Screech! Kenji ground to a stop.

Quick as a flash, the thieves escaped with the plans.

"They got away!" puffed Thomas. "Hang on . . . what's that noise?"

Clink!

Clink!

Clink!

It was Metal Man and Sir Topham Hatt! The giant robot was holding the thieves in the air.

"Thomas and the robot **saved the day!"** said Kenji.

"The machines are much **stronger and faster** than me," said Thomas. "Maybe they are the future of Sodor . . . "

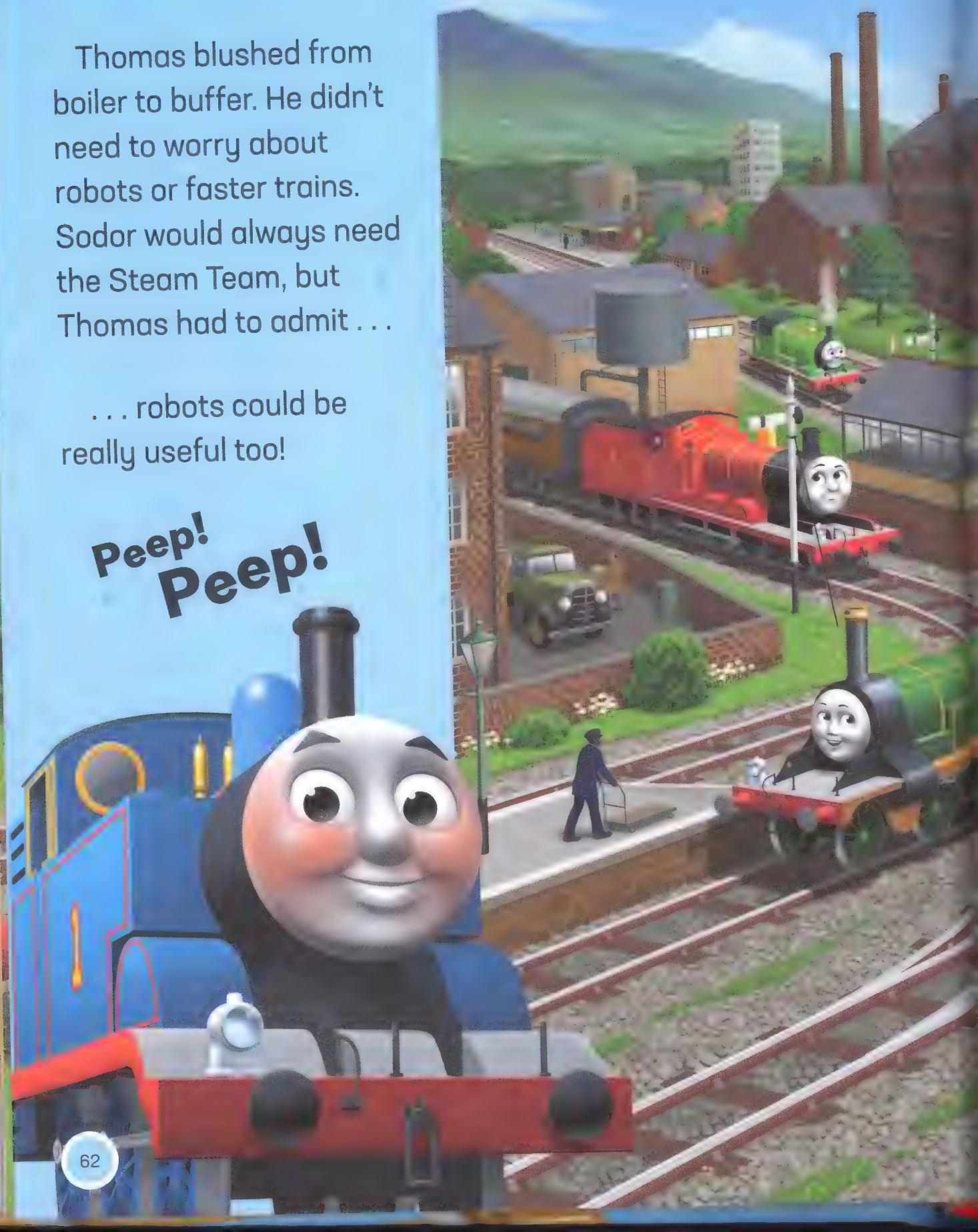
"Oh no, I'd never replace my engines," said Sir Topham Hatt.

"Steam engines are the ***greatest invention*** of all time!" he added.

Thomas blushed from boiler to buffer. He didn't need to worry about robots or faster trains. Sodor would always need the Steam Team, but Thomas had to admit . . .

. . . robots could be really useful too!

Peep! Peep!



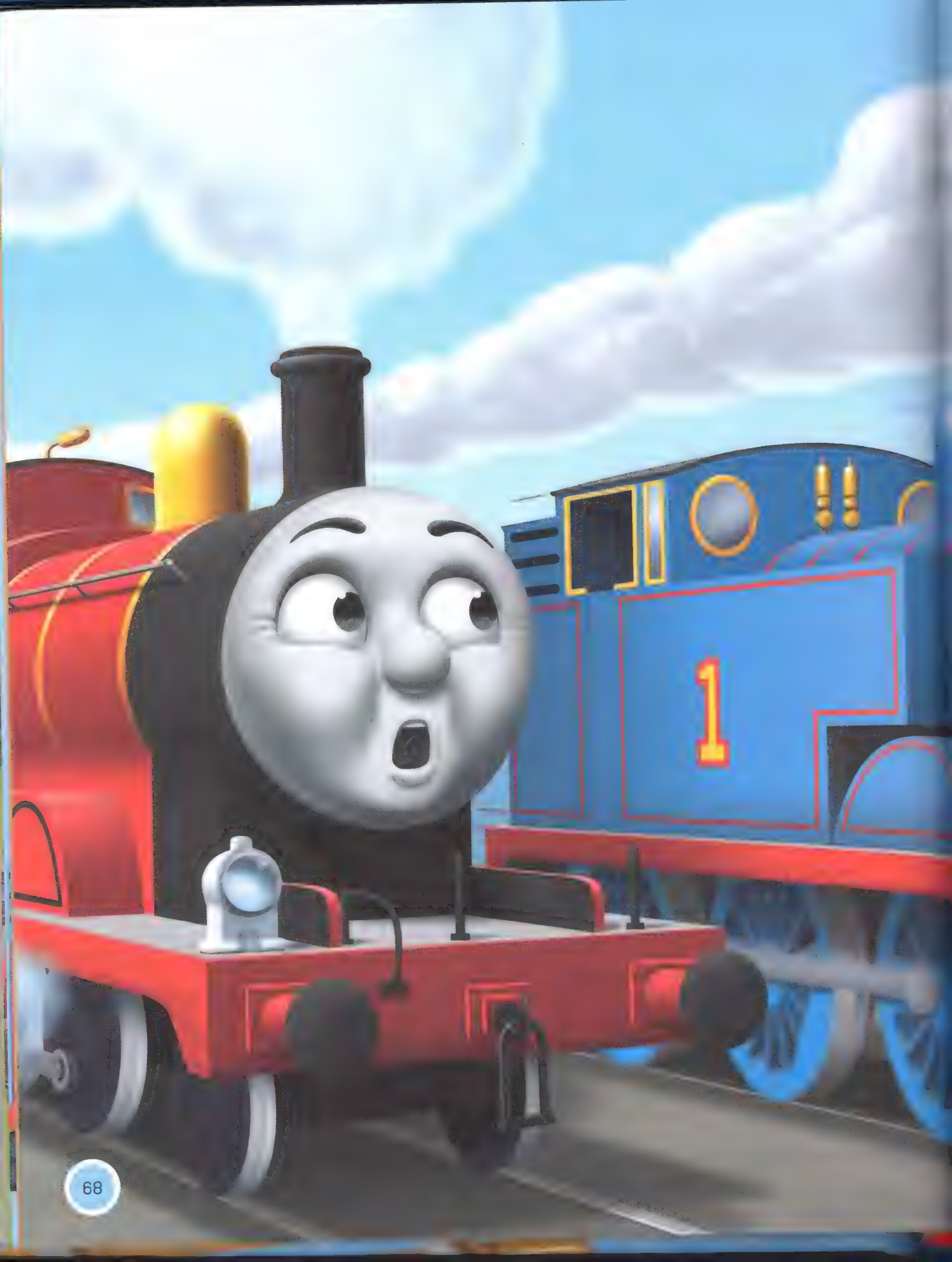
1

Thomas and the Dinosaurs

This is a story about Thomas the Tank Engine and the time he came face to face with a dinosaur . . .

Thomas the Tank Engine liked to brag that he wasn't scared of anything.

"Nothing scares me," he peeped to his coaches Annie and Clarabel. They just smiled. They were used to Thomas showing off!


1

James was taking some passengers to the Docks.

"PEEP! PEEP!"

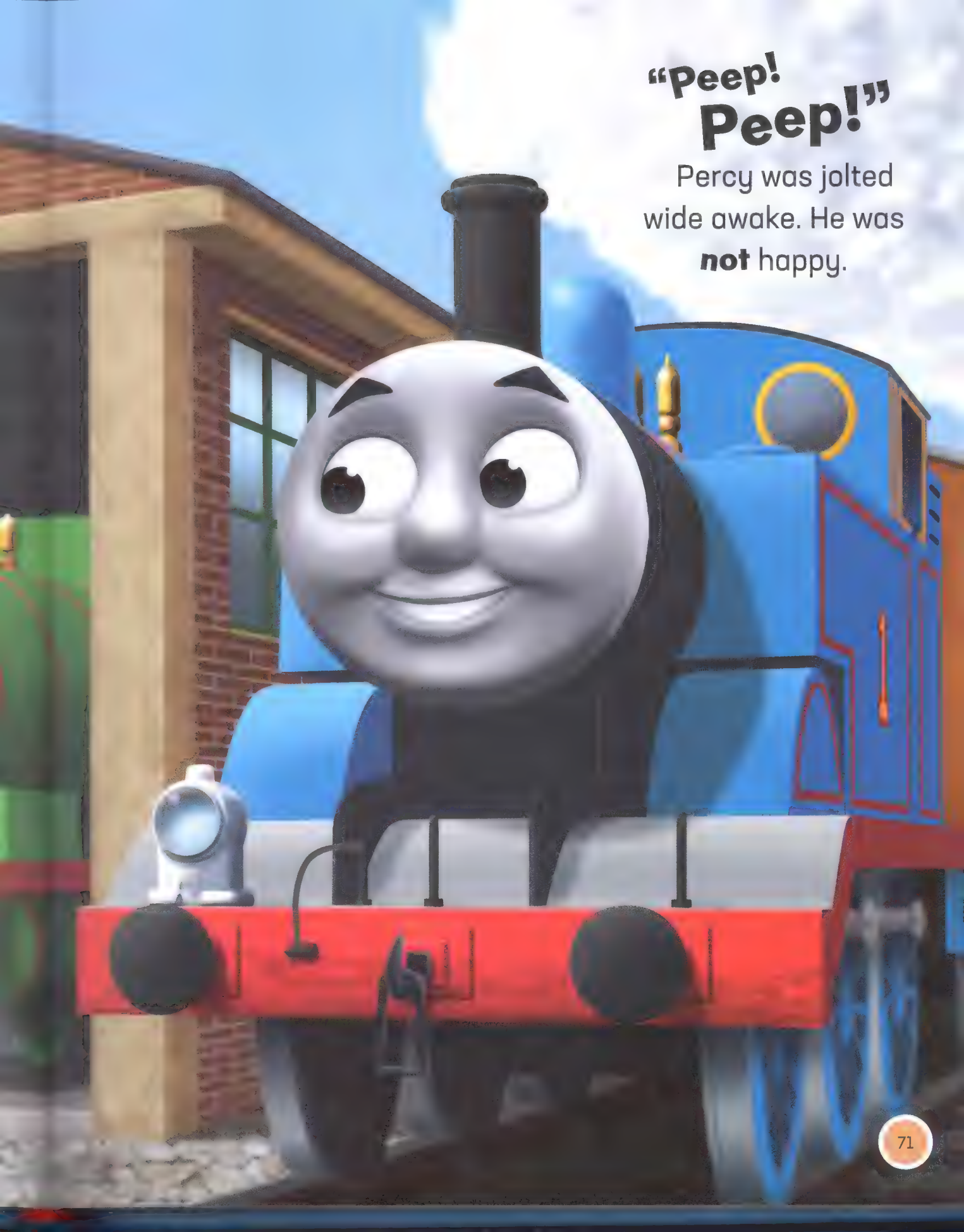
tooted Thomas, as he sped past.

"Made you jump!" laughed Thomas as he disappeared into the distance.

James was **not** happy.

But Thomas was having too much fun.

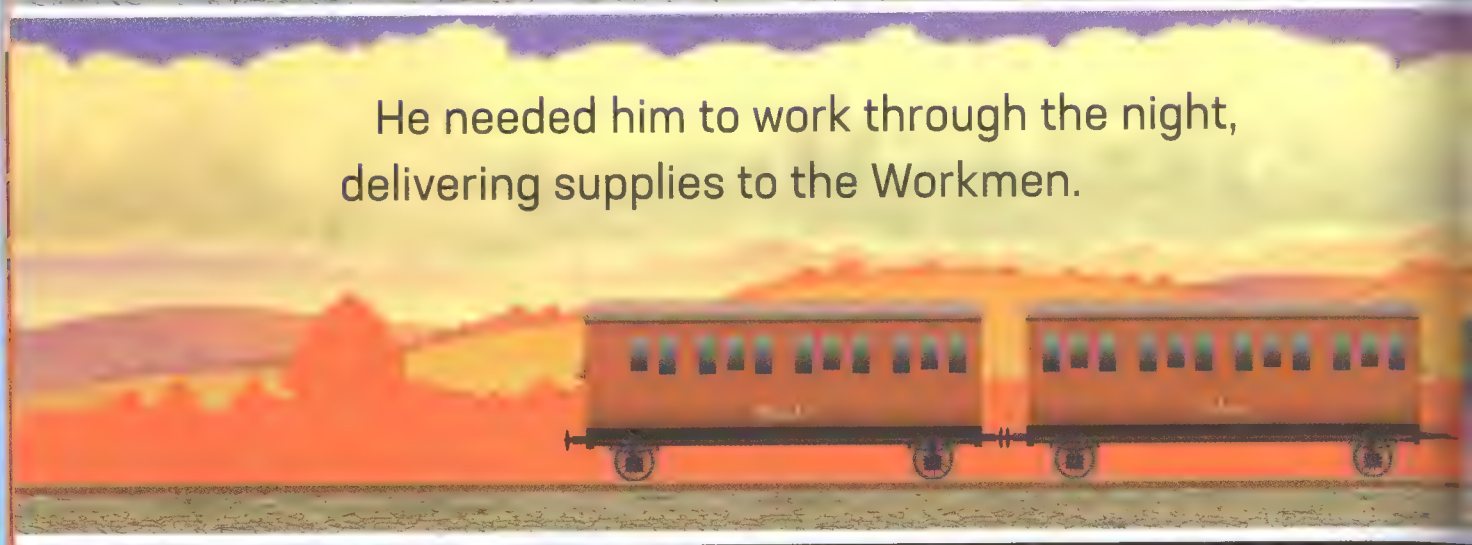
"I'm going to scare Percy," he laughed to himself, when he saw Percy resting in the Sheds.



"Peep!
Peep!"

Percy was jolted wide awake. He was **not** happy.

That evening, Sir Topham Hatt had an important job for Thomas.



He needed him to work through the night, delivering supplies to the Workmen.

The sun had set, and as the stars came out, the shadows darkened.

Thomas had never been out so late before, and he'd never seen Sodor looking so dark before. As he arrived at the Docks, he saw the **HUGE** shadow of Cranky the Crane looming over him. It scared him a little bit, but then he saw something even more terrifying . . .

Out at sea, a horned creature seemed to be **ATTACKING A SHIP!**

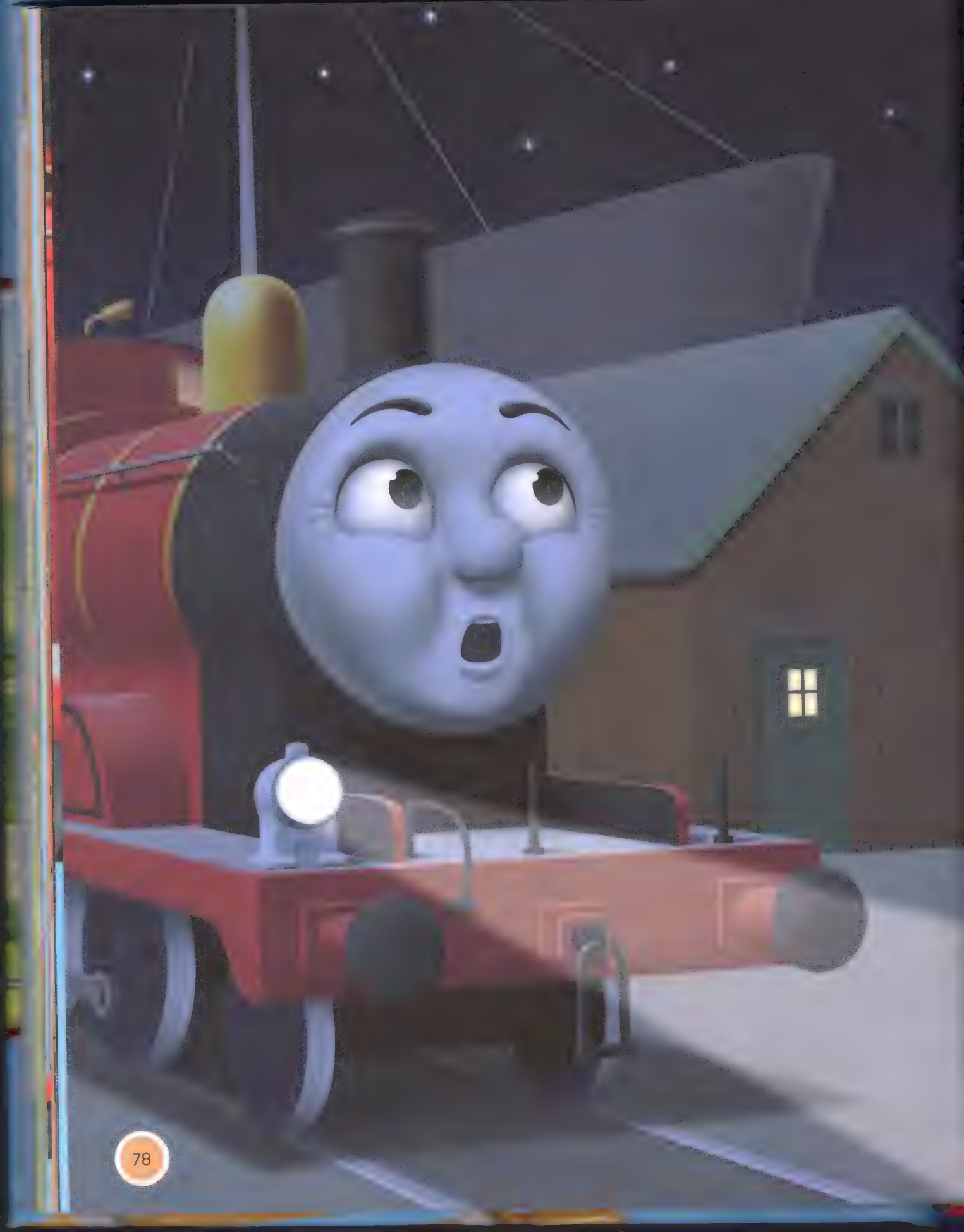
Thomas didn't wait to see what happened next.

"Help! Help!" he puffed, as he steamed back to the Engine Sheds.

But James and Percy wouldn't listen to Thomas.

"You're just trying to scare us again," they cried.

Thomas didn't sleep well that night.



The next night, it was James who was sent out to make deliveries.

As he went past the Docks, he caught sight of a **GIGANTIC** mouth, full of sharp teeth.

"Help! Help!"

He puffed, as he ***sped*** away from the monster, as fast as he could.

Percy had heard Thomas and James's tales of monsters, but he didn't believe them.

"They're just trying to scare me," he said to himself, bravely, as he set out the next evening to deliver the night mail.

But as he got close to the Docks, a **HUGE** shadow fell across the tracks . . .

6

What Percy saw took all his puff away, but he didn't steam off. Instead, he looked again. The gigantic creature wasn't moving at all . . .
It wasn't breathing . . .
It wasn't real!

Percy let out a relieved puff of steam and went on his way. He'd never felt so **big** and **brave** before!

The next morning, Sir Topham Hatt went to speak to the engines.

"I've heard that some of you have had a scare," he smiled.

Thomas and James blushed from buffer to bumper.

"The creatures you've seen in the night aren't anything to be scared of," he explained. "They're models for the new Dinosaur Park."

The engines were excited to hear about the park.

"Thomas, Percy, and James, I'd like you to deliver the dinosaurs," announced Sir Topham Hatt. **"If you're not too scared, that is!"**

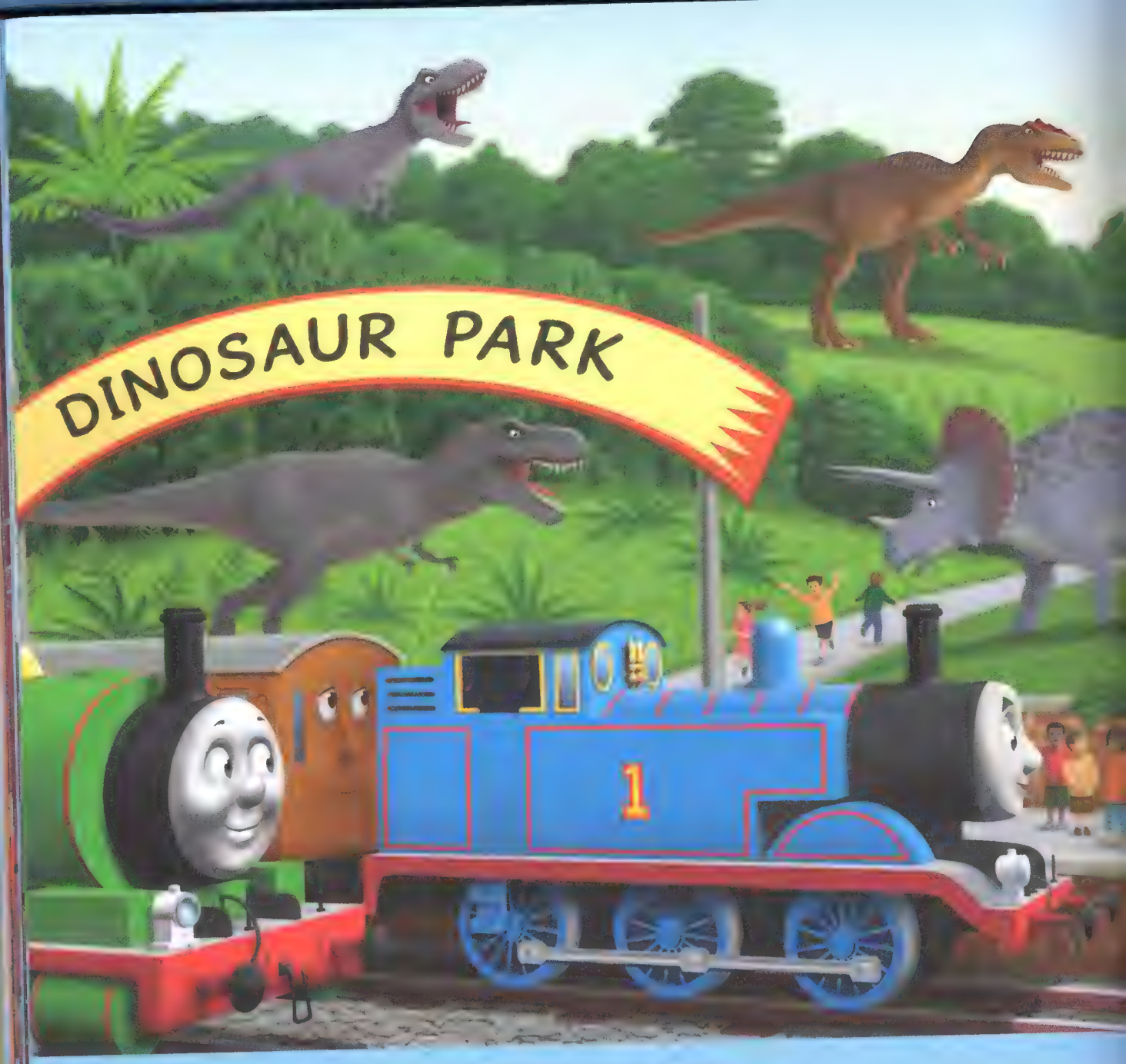
The engines worked hard all day.

. . . then the fierce Tyrannosaurus . . .

. . . and finally, the long-tailed Diplodocus arrived.

First the horned Triceratops . . .

They are now in the Dinosaur Park!



The next day, the Dinosaur Park was open to the public. Thomas was put in charge of taking the very first visitors to see the dinosaurs.

The children **squealed** and **shouted** with terrified excitement.

"There's nothing to be scared of," Thomas reassured them.

Percy overheard Thomas and chuckled to himself!

Thomas Goes Crash!

This is the story about the time Thomas the Tank Engine thought he could manage without his Driver. He set off by himself one morning, and quickly rolled into trouble.

Thomas the Tank Engine had worked on Sir Topham Hatt's Railway for many years.

He had two carriages, Annie and Clarabel, and his very own Branch Line.

Thomas was a **Really Useful Engine.**

One day on Sodor, Thomas was busy at work. He stopped at Wellsworth Station in just the right place.

"You could almost manage without me, Thomas!" laughed his Driver.

Thomas felt proud. He didn't know that his Driver was only joking!

"I don't need a Driver anymore," Thomas boasted in the Sheds that night.

"Don't be silly!" peeped Percy.

"I'd never go anywhere without my Driver," said Toby. "I'd be too **afraid.**"

"Well, I'm not **scared!**" said Thomas. "You'll see."

The next morning, Thomas woke up early.

"I'll show those silly Steamies," he smiled. "My Driver says I don't need him–I'll go out by myself. Then I'll stop and **whistle** to wake them up."

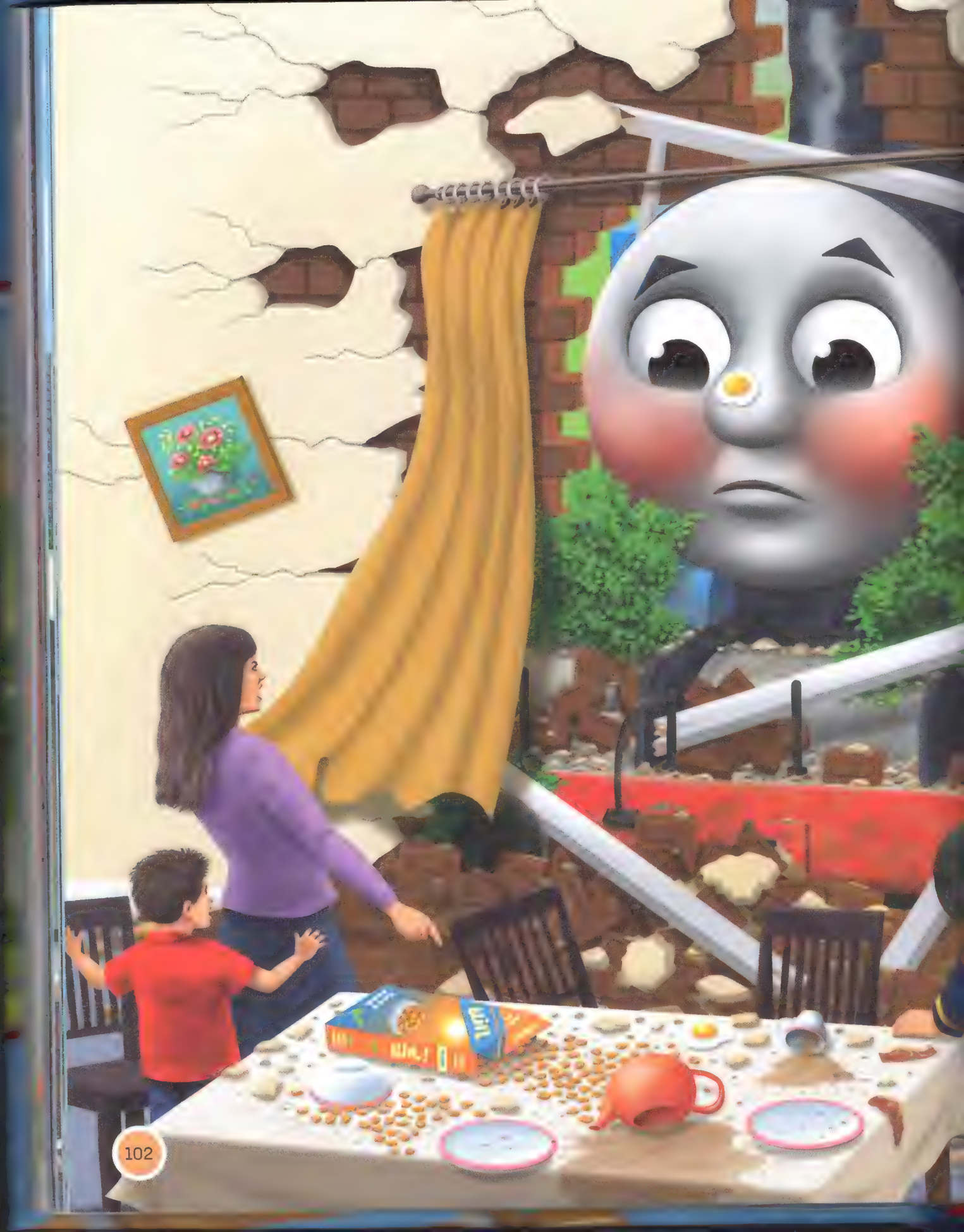
Thomas rolled forward, feeling very smart. But really he was only moving because someone had forgotten to put on his brakes!

Thomas tried to **whistle** but he couldn't. He tried to stop but he couldn't. He just kept **rolling** along!

Straight ahead was the Stationmaster's house. The Stationmaster was inside, about to have breakfast.

"Cinders and ashes!" cried Thomas, and he shut his eyes.

1



The house **rocked**, glass **smashed**, and plaster and dust flew everywhere.

The Stationmaster was furious!

His wife was upset too. "Look at our breakfast!" she said. "Now we will have to make some more."

1

Workmen came to prop up the house with strong poles. Then they laid rails through the garden.

Thomas felt **terrible**. He didn't say a word the whole time.

Soon, Donald and Douglas arrived.

"Don't worry, Thomas. We'll get you back on the rails," they called.

Puffing hard, they hauled Thomas to safety.

Thomas's buffers were badly bent and bits of fence were stuck to them.

The twins laughed as they steamed away.

Thomas was in trouble. Sir Topham Hatt came to see him. "You've caused a lot of **trouble!"** he boomed.

"I'm sorry, Sir," said Thomas quietly.

"You must go to the Steamworks to be repaired," Sir Topham Hatt went on.

"Yes, Sir," Thomas sighed.

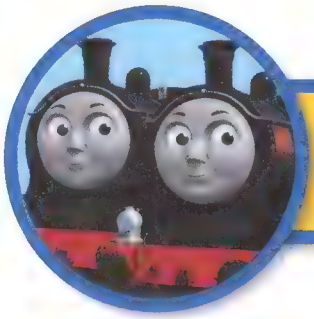
"Meanwhile, **Diesel** will do your work," Sir Topham Hatt told Thomas.

"D-D-Diesel, Sir?" Thomas spluttered.

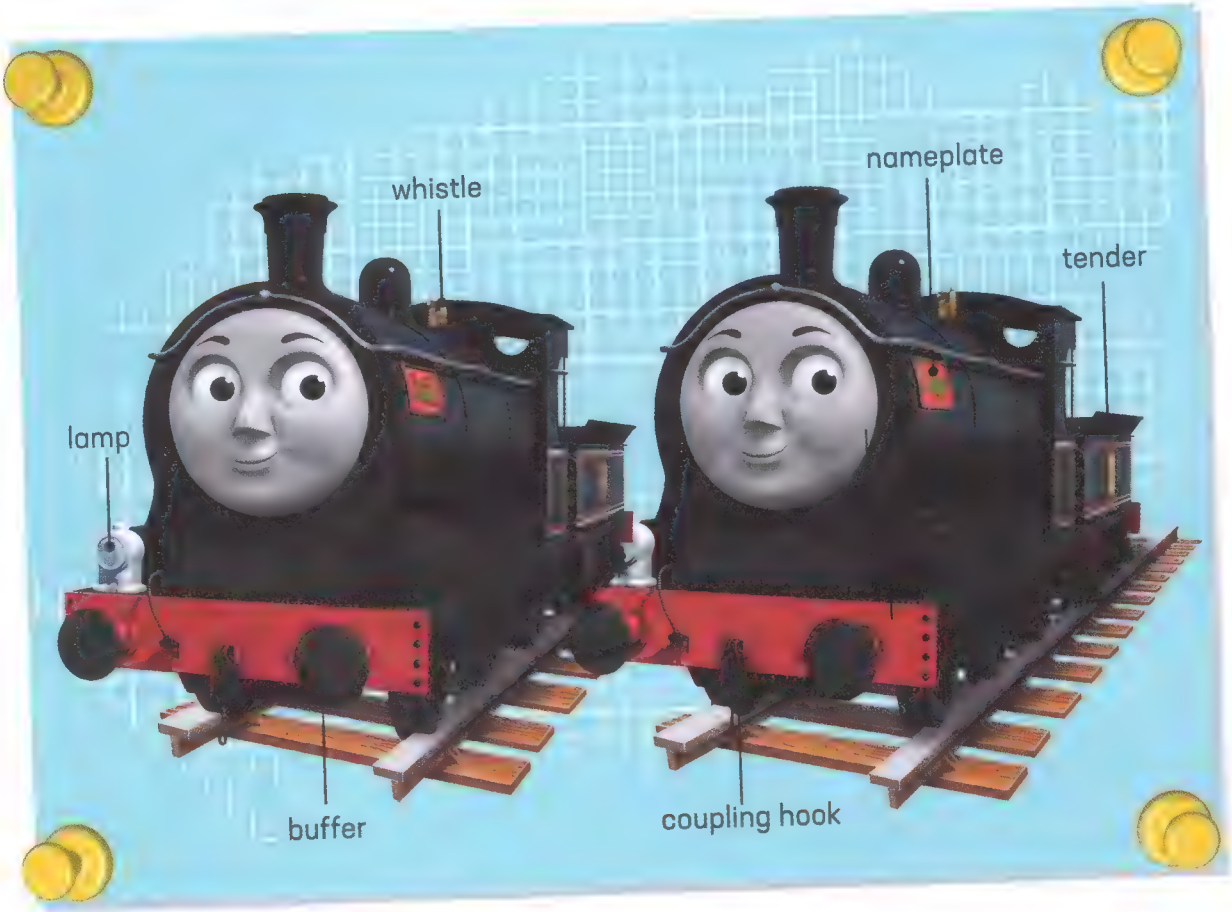
"Diesels stay in their Sheds until they are needed," Sir Topham Hatt explained. "They never roll off to breakfast in Stationmasters' houses."

Thomas set off to the Steamworks a wiser engine.

He had learned two things—never to leave the Sheds without his Driver, and that breakfast was not for engines.



More about the Twins



The Twins' challenge to you

Look back through the pages of this story and see if you can spot:

scarecrow

cereal

clock

workmen

Sir Topham Hatt

1

Thomas Goes on Safari

This is a story about Thomas, the brave blue engine, and the day he went on an adventure far from home . . .

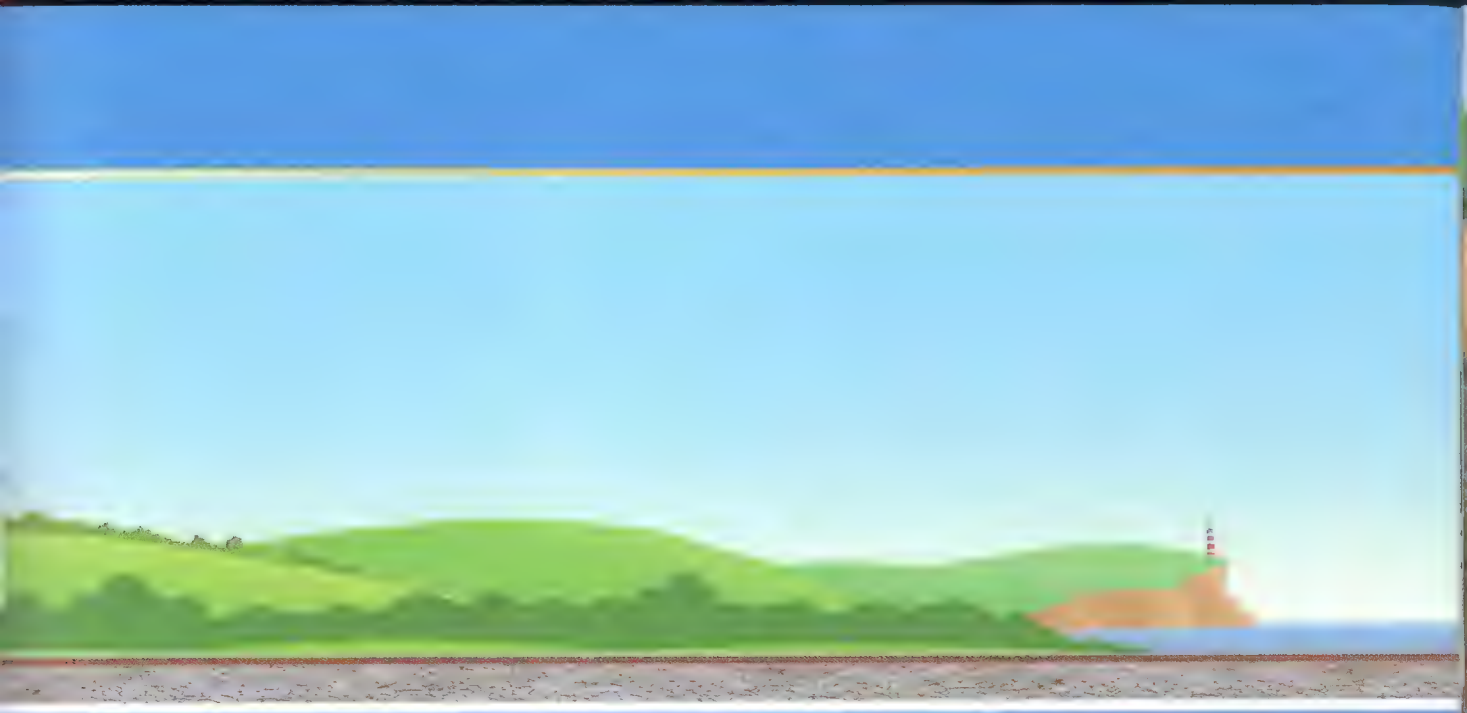
Thomas was getting ready for a busy day on Sodor when Sir Topham Hatt arrived with some news.

"Thomas, I have a very special job for you this week. You are going to travel to Africa to work with Nia on the Kenyan railway. She has gone on ahead, so you will meet her there."

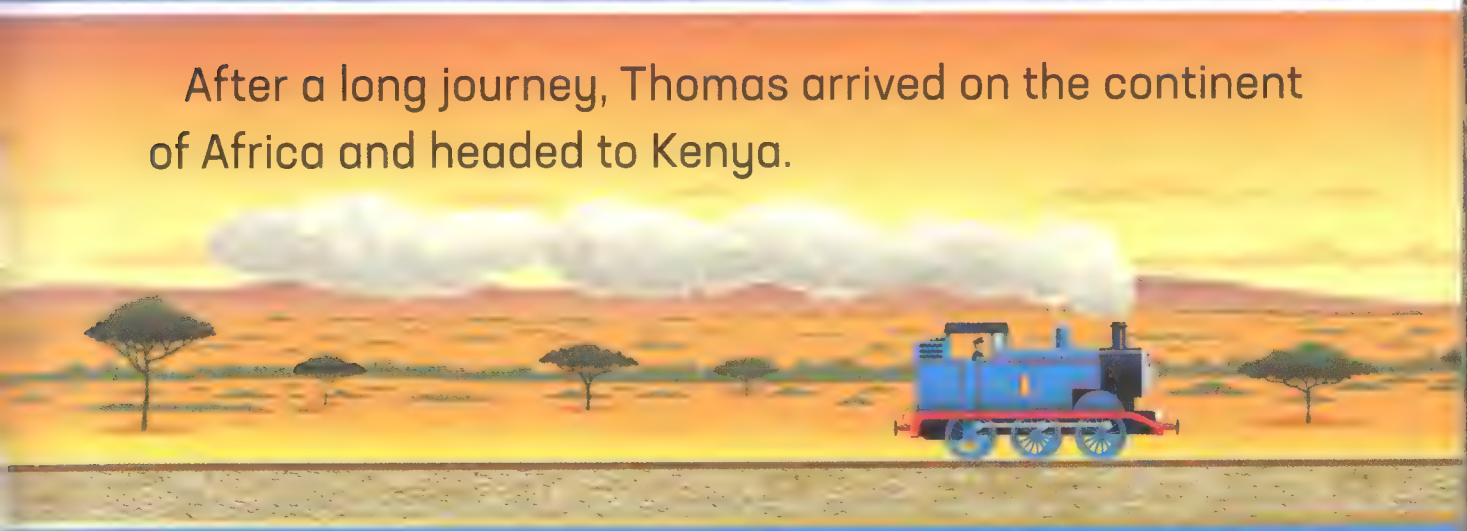
"How exciting!" Thomas said.

Thomas puffed through Sodor and on to the Docks.

There, Dilly the Barge was waiting to transport him across the ocean.



After a long journey, Thomas arrived on the continent of Africa and headed to Kenya.



NIA

Thomas was happy to have arrived at last.

"Hello, Thomas!" Nia shouted as Thomas pulled up. "We are going on a practice run before taking passengers on safari! Hopefully we will see some lions and elephants in their natural habitat."

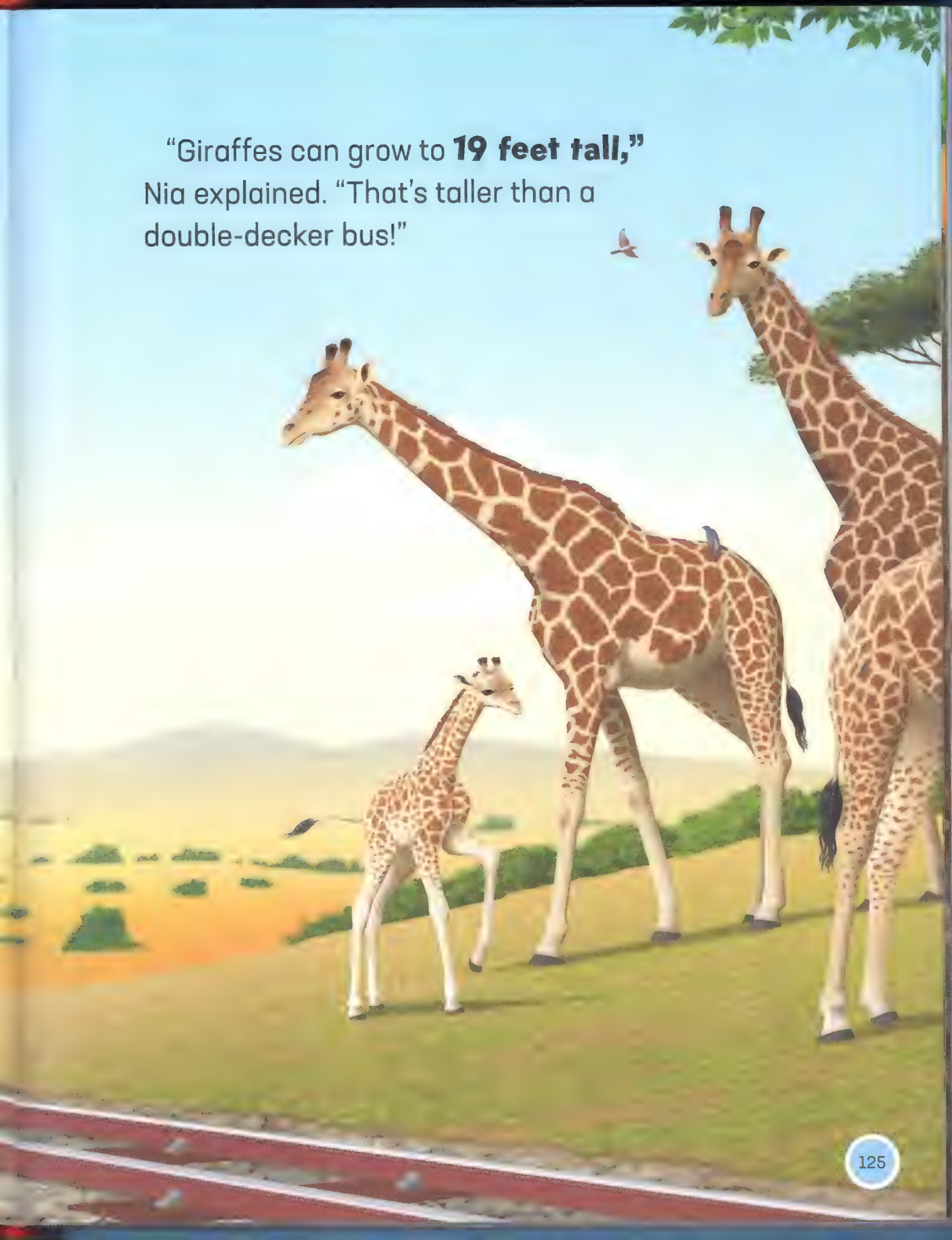
Thomas knew he should be excited, but he was worried. Weren't elephants **really big?** Didn't lions have **sharp, scary teeth?**

"Don't be scared, Thomas," Nia said. "We'll start with gentle giraffes."

Thomas and Nia rolled quietly along the track, through the Kenyan animal reserve, until they spotted a group of giraffes eating leaves.

Thomas stared up in wonder at the tallest creatures he'd ever seen.

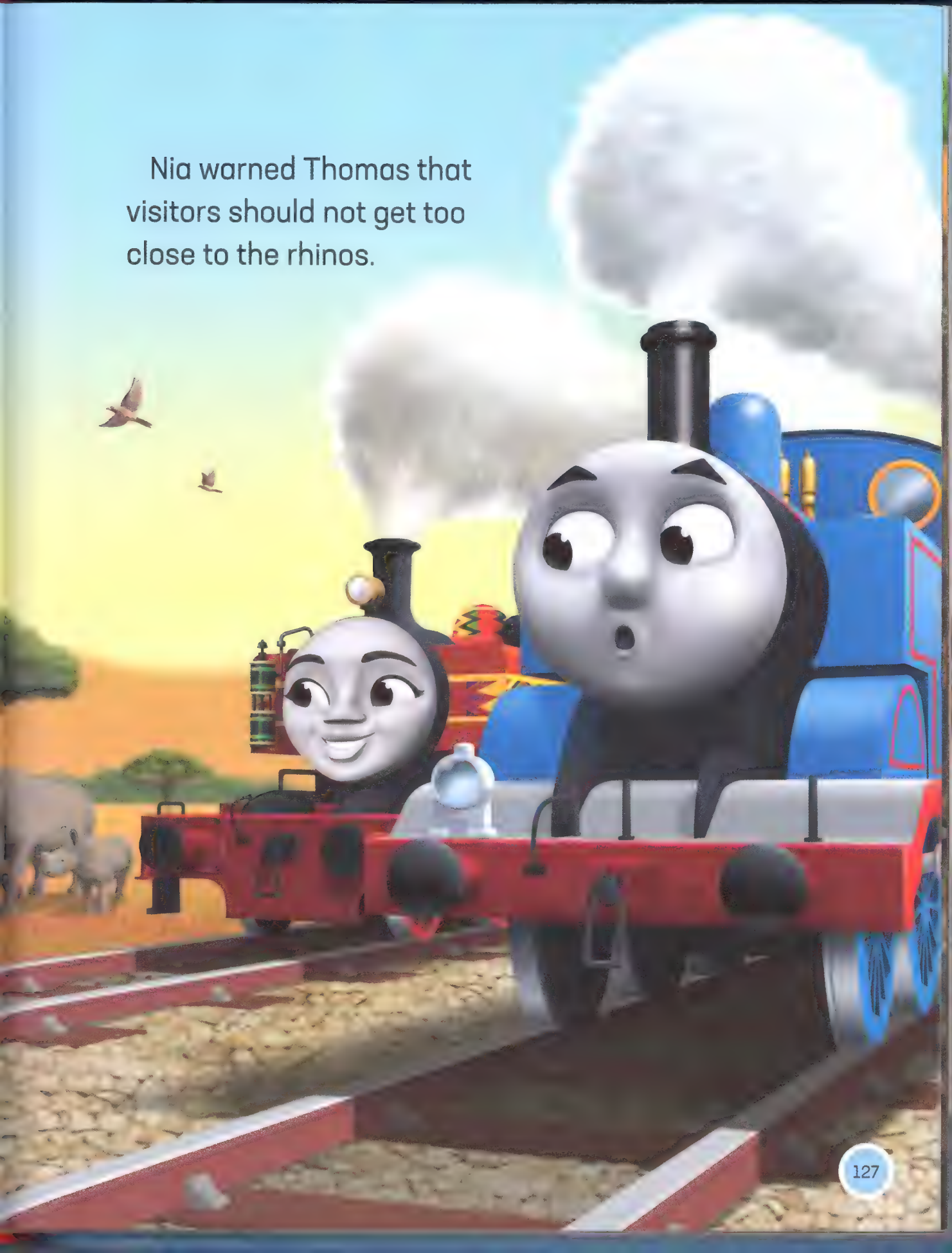
"Giraffes can grow to **19 feet tall,**" Nia explained. "That's taller than a double-decker bus!"



Thomas and Nia rolled on, visiting the animals on the reserve.

Thomas couldn't believe it when Nia told him zebras could run up to **40 miles per hour**. Faster than Bertie the bus!

"Did you know elephants can drink over **52 gallons** of water per day?" Nia said. That's almost as much as a swimming pool!



Nia warned Thomas that visitors should not get too close to the rhinos.

Thomas was amazed by all the different animals, but he was still worried about the **roaring** lions and **big** elephants.

Just then, a giant hippo appeared out of the river with a . . . **SPLASH!**

Thomas was scared. He thought the hippo was coming after him. He **peeped** his whistle and sped away up the track.

Nia **chugged** after Thomas. She tried to tell him that the hippo wasn't chasing him.

But it was too late. Thomas rolled so fast up the track that he didn't see the trouble ahead.

There had been a landslide, and now Thomas was ***stuck in the mud!***

"Why did you go so fast, Thomas?" Nia asked when she arrived. "Not to worry, I'll go and get the towrope to pull you out."

1

"Sorry, Nia. I was scared and went too fast." Thomas was embarrassed.

But instead of digging Thomas out, Nia's crew started putting more mud on him. "On hot days, hippos coat themselves in mud," Nia explained. "This will keep you cool while I get help."

1

When Nia returned to tow Thomas out of the mud, he was **dirtier than he had ever been!**

"I stayed nice and cool thanks to your idea with the mud," Thomas said. "Those hippos are smart."

Nia pulled him free and took him to be washed down by a friendly elephant. Thomas was no longer scared of this giant but gentle creature.

Nia took Thomas back to the river to show him a family of hippos. He realized they weren't scary either, as long as you didn't get too close!

"There is a lot **we can learn** from the animals if we pay attention," said Nia.

1

After their practice run, Nia and Thomas took lots of passengers on safari. Everyone had a great time and Thomas even conquered his fear of lions!

The engines were ready to head home. "I've learned more about the animals, and I hope to come again soon," Thomas said. He peeped goodbye to Kenya.

Thomas and Nia arrived back on Sodor, excited to see all their friends.

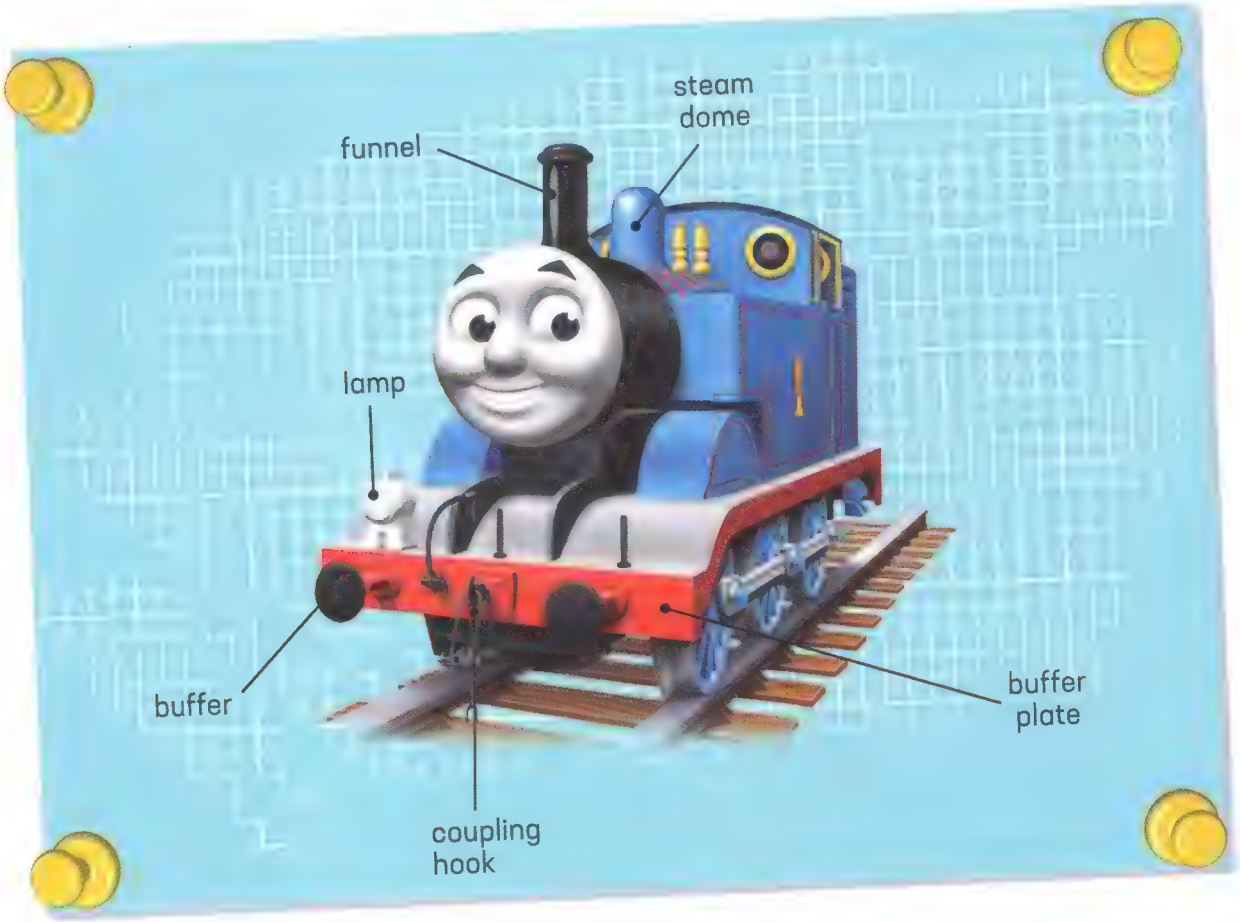
As Thomas puffed back to the Tidmouth Sheds, ready to have a long nap, he saw the sheep and cows in the fields.

"I can have a safari right here in Sodor," Thomas laughed.

"It's fun visiting new places, but

it's good to be home."

More about Thomas



Thomas's challenge to you

Look back through the pages of this story and see if you can spot:

light pole

yellow car

baby rhino

monkeys

birds

1

Thomas Helps Hiro

When Hiro had an accident that was Thomas's fault, he had to help his friend. He tried to find some spare parts for Hiro, but ended up wheel-deep in trouble!

One day, Thomas was in the Yard when Hiro pulled up next to him.

"Hello, Hiro! You look shiny! Where are you off to? I'm going to Knapford," Thomas said excitedly.

"Let's go together!" Hiro said, laughing.

Hiro hurried away with Thomas racing behind. Thomas had to go very fast to keep up!

Hiro soon slowed for a sharp bend, but Thomas pumped his pistons even faster.

"Watch me go!" Thomas teased, racing ahead.

As Thomas **rocked** around the bend, his cargo came loose, and **rolled** onto the track.

Hiro hit the pipes, and **crashed** to a stop on his side. Thomas felt terrible.

Rocky and Edward were called to help Hiro. A very upset Sir Topham Hatt arrived too.

Hiro was soon back on track, but when he tried to set off, his axles **ached** and his gears **groaned**.

"You'll need to go to the Steamworks for repair!" said Sir Topham Hatt.

That night, Thomas was still feeling sad.

"It's my fault Hiro's broken," he told Percy. "And it's not easy to get the parts he needs."

Thomas remembered the last time Hiro had broken down. He was stuck in the woods for a very long time. Then Thomas had an idea . . .

The next morning, Thomas puffed to where he had first met Hiro, a long time ago.

"If I can find some of Hiro's old parts, then Hiro can be fixed!" thought Thomas.

Branches **snapped** and brambles **scratched**, as Thomas searched bravely for spare parts. But he didn't find any.

1

Thomas rolled deeper into the dark and spooky woods, his wheels **wobbling**.

Suddenly, a deer jumped across the track, giving Thomas a fright. He screeched to a stop, but the old rails gave way beneath him.

"Silly me!" said Thomas. "It's just a friendly deer."

When Thomas tried to move, his wheels just spun in the mud. He was well and truly stuck!

Peep! Peep! he whistled. "Help!"

Percy was on a nearby Branch Line, but he didn't hear Thomas calling.

"Can anyone hear me?" Thomas cried sadly.

HAROLD

Later, Harold flew by on patrol. Thomas whistled as loudly as he could.

"PEEP! PEEP!"

"That looks like steam from an engine," Harold buzzed. "And that sounds like Thomas!"

Harold hurried away to get help, but Thomas thought he hadn't seen him.

"No one can hear me!" Thomas cried.

Then suddenly, the rails began to **rumble**. Rocky **bashed** through the brambles, with Percy behind.

"Thomas!" boomed Sir Topham Hatt. "How did you end up here?"

"I was trying to help Hiro, Sir," Thomas sighed.

"Well, let's get you back on track," he said kindly.

HIRO

Later at the Steamworks, Thomas told Hiro all about his adventure.

"I'm sorry I didn't find any spare parts to fix you," he sighed.

"But Thomas, I **am** fixed!" Hiro smiled. "Sir Topham Hatt already had some parts for me, in case I ever broke down again."

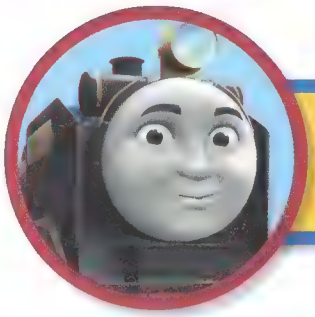
Thomas beamed from **buffer** to **bumper**!

Hiro smiled too. "So, are you ready?" he said.

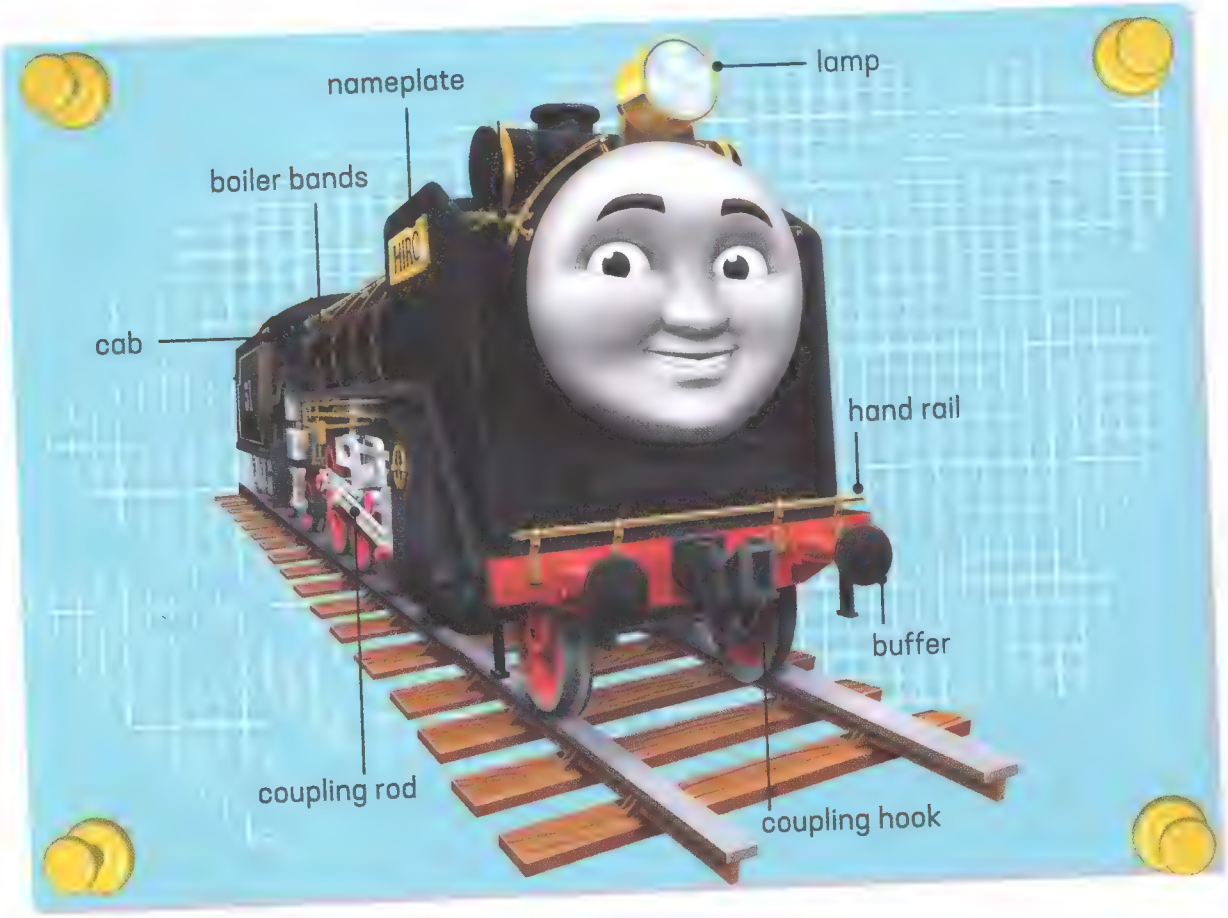
"Ready!" Thomas called.

The two friends set off together. And this time, Thomas remembered to slow down for the bend!

HIRO
1



More about Hiro



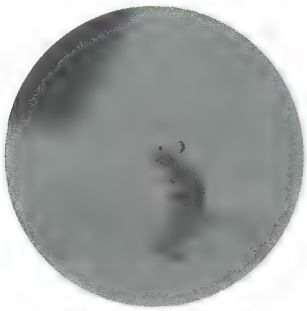
Hiro's challenge to you

Look back through the pages of this story and see if you can spot:

house

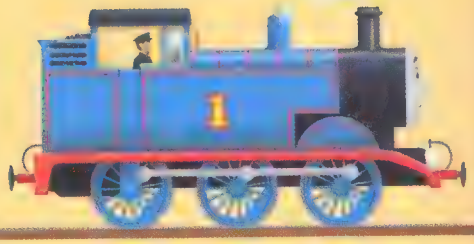
deer

pipes



mouse

shovel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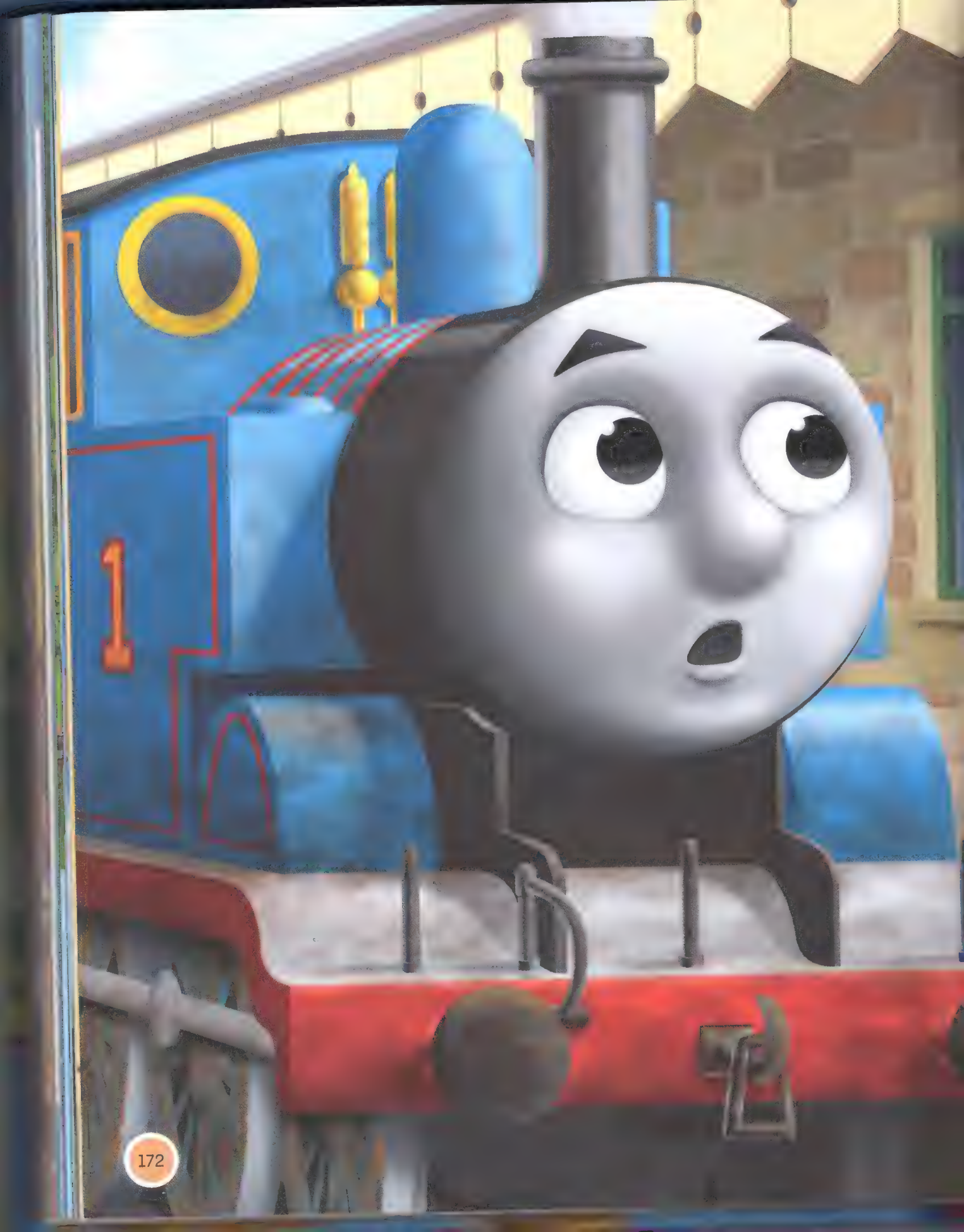
Happy Birthday, Thomas!

This is a story about Thomas, the silly blue engine, and the day his friends threw a very special party . . .


1

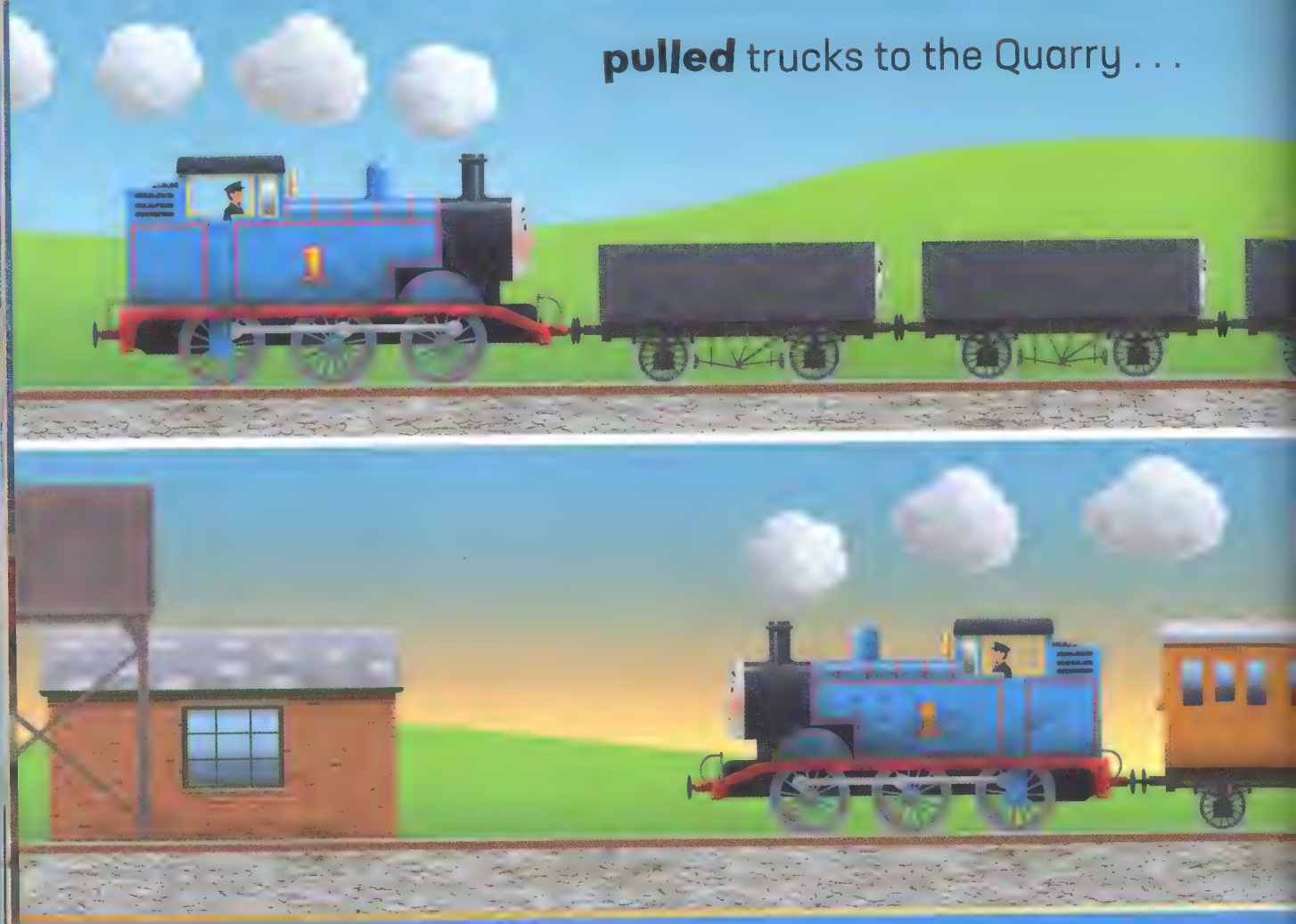
It had been a very busy day on Sodor when Thomas puffed into the station at Maron.

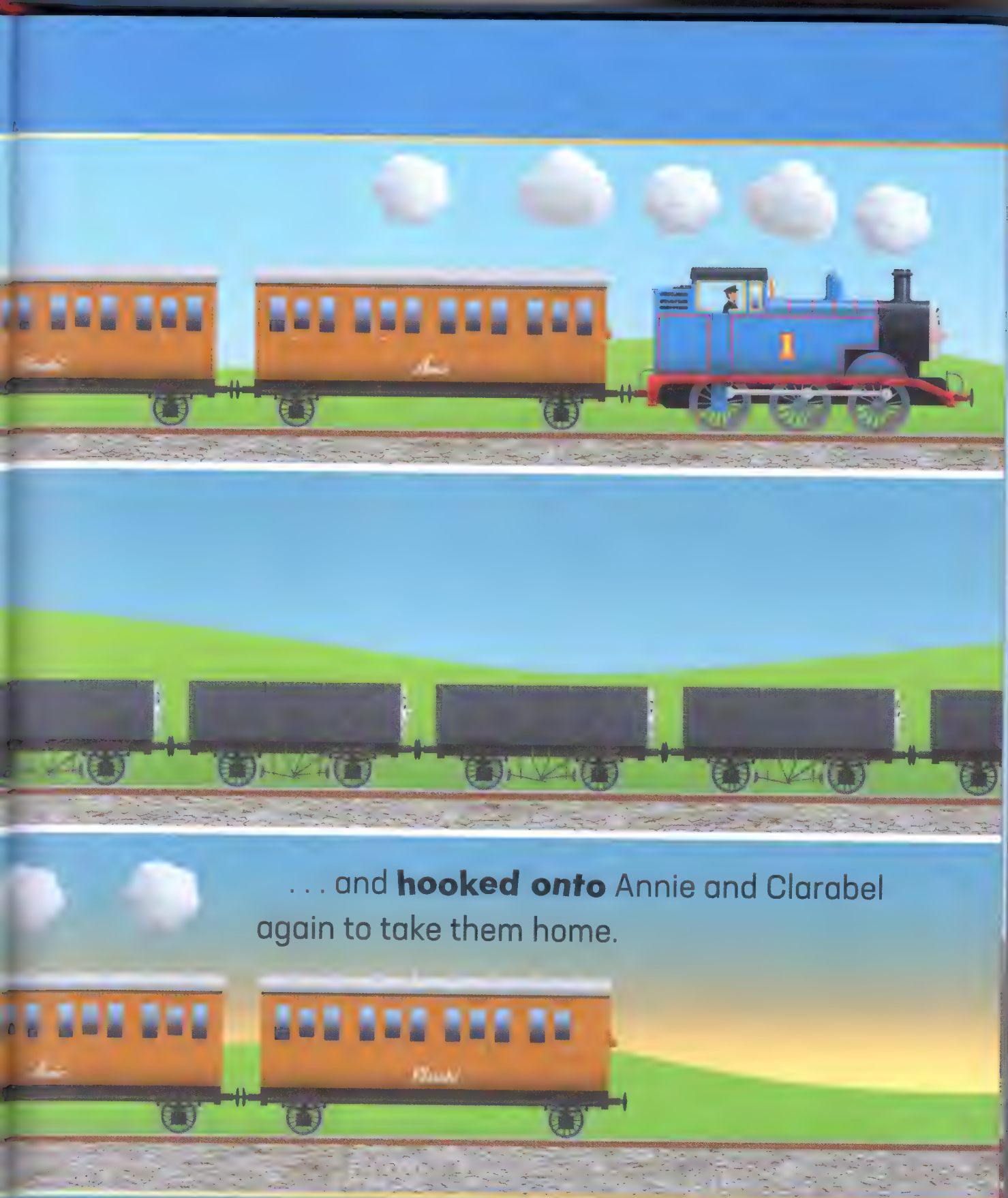
"I'm sorry, Thomas, but you're not finished yet," said Sir Topham Hatt. "I need you to pick up Annie and Clarabel and get some trucks to the Quarry."

"I'll be as quick as I can," called Thomas as he pulled away.

Thomas worked really hard! He pulled Annie and Clarabel from one side of the Island to the other . . .

pulled trucks to the Quarry . . .





. . . and **hooked *onto*** Annie and Clarabel again to take them home.

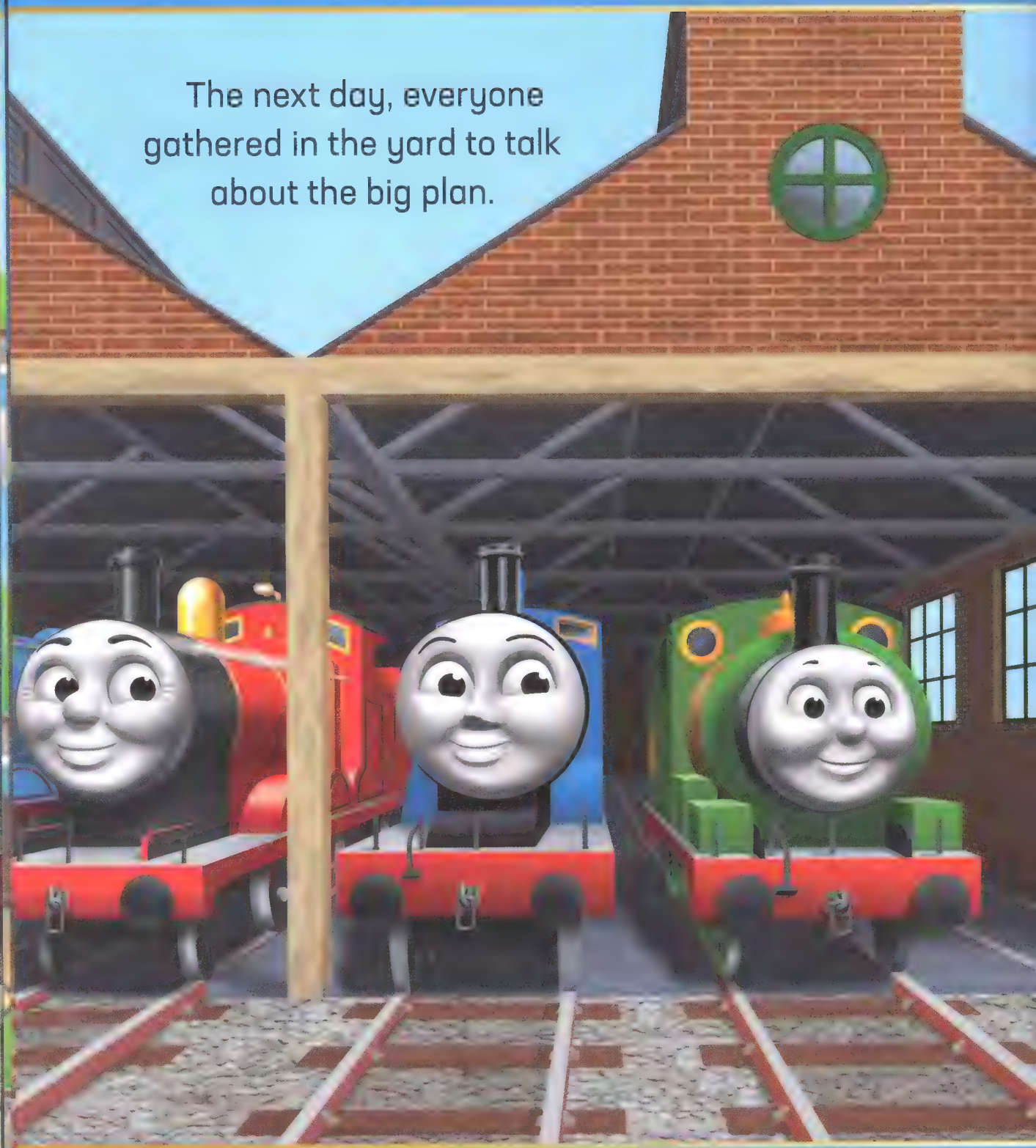
When Thomas returned to the Sheds, he was too tired to talk to his friends and went straight to sleep.

The other trains were worried.

"Thomas has been working so hard," said James, "and it's his birthday soon."

"We should do something nice for him," chimed Gordon.

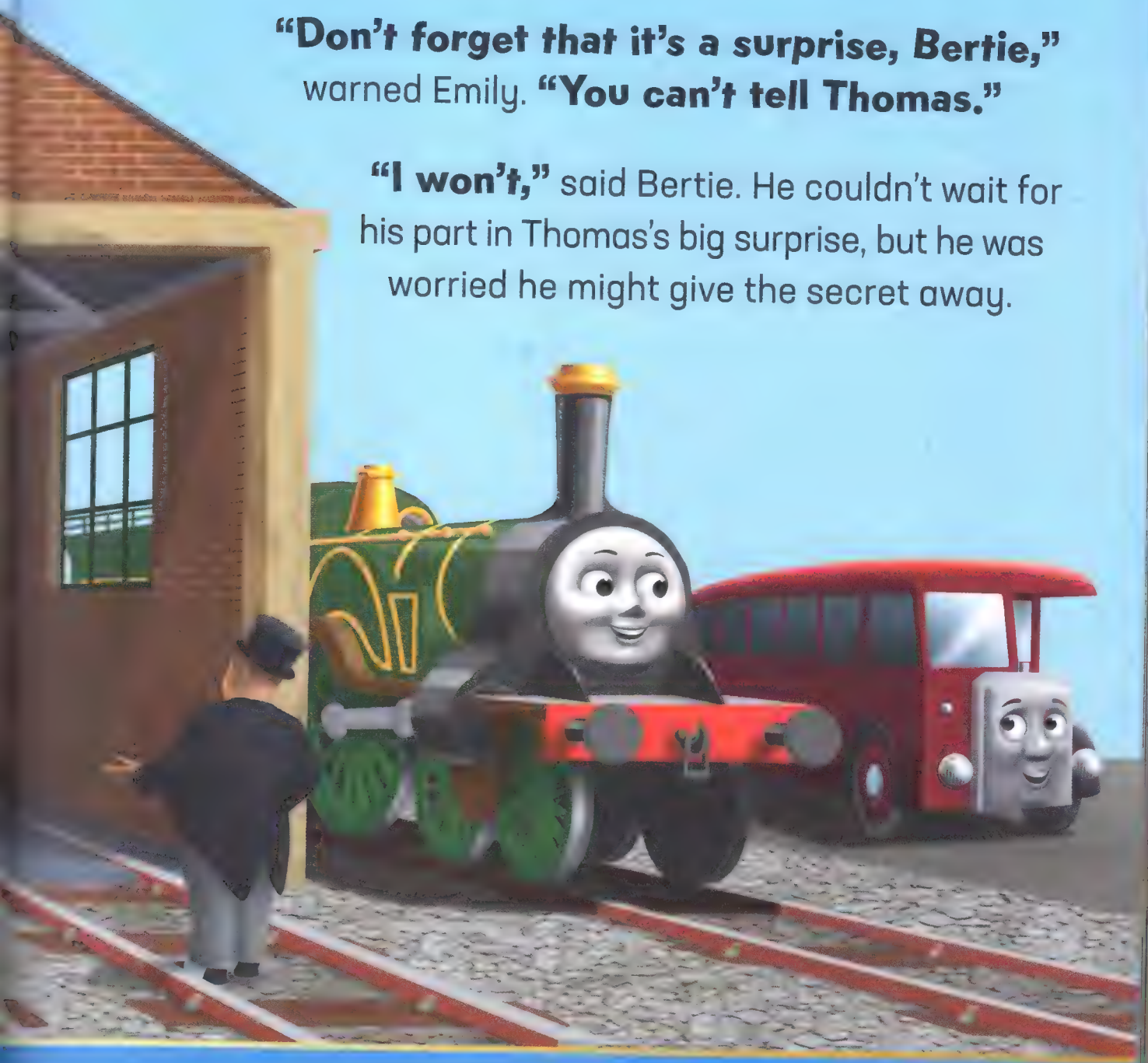
"I've got an idea!" exclaimed Percy.


The next day, everyone gathered in the yard to talk about the big plan.

"I can't wait to see Thomas's face!" tooted Bertie.

"Don't forget that it's a surprise, Bertie," warned Emily. **"You can't tell Thomas."**

"I won't," said Bertie. He couldn't wait for his part in Thomas's big surprise, but he was worried he might give the secret away.



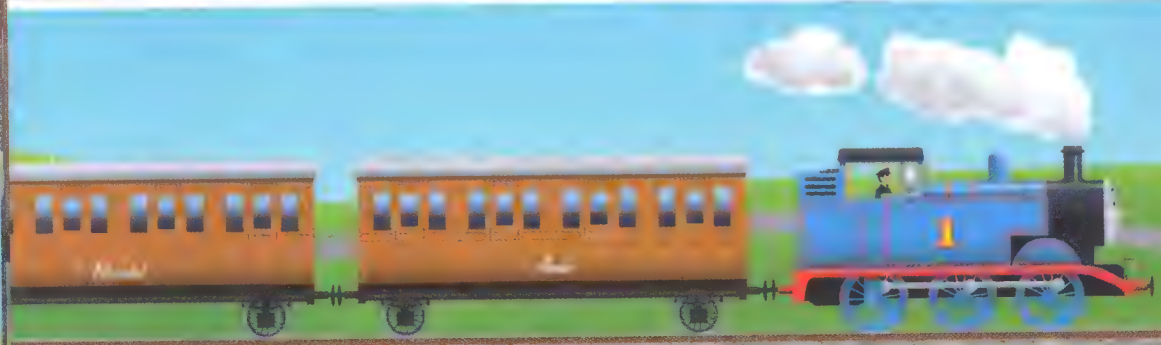
Later that day, Thomas was just about to pull away from Knapford Station when he noticed Bertie arriving.

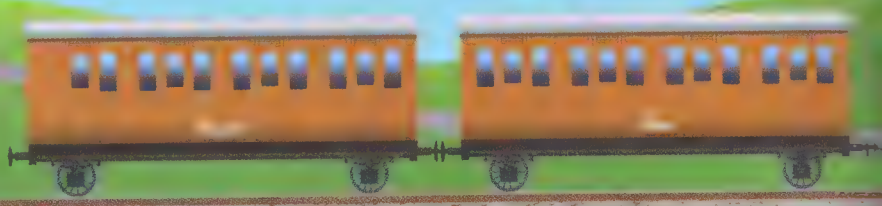
"Hello, Bertie," called Thomas.

"Oh . . . can't stop!" said Bertie sheepishly as he shot off down the road.

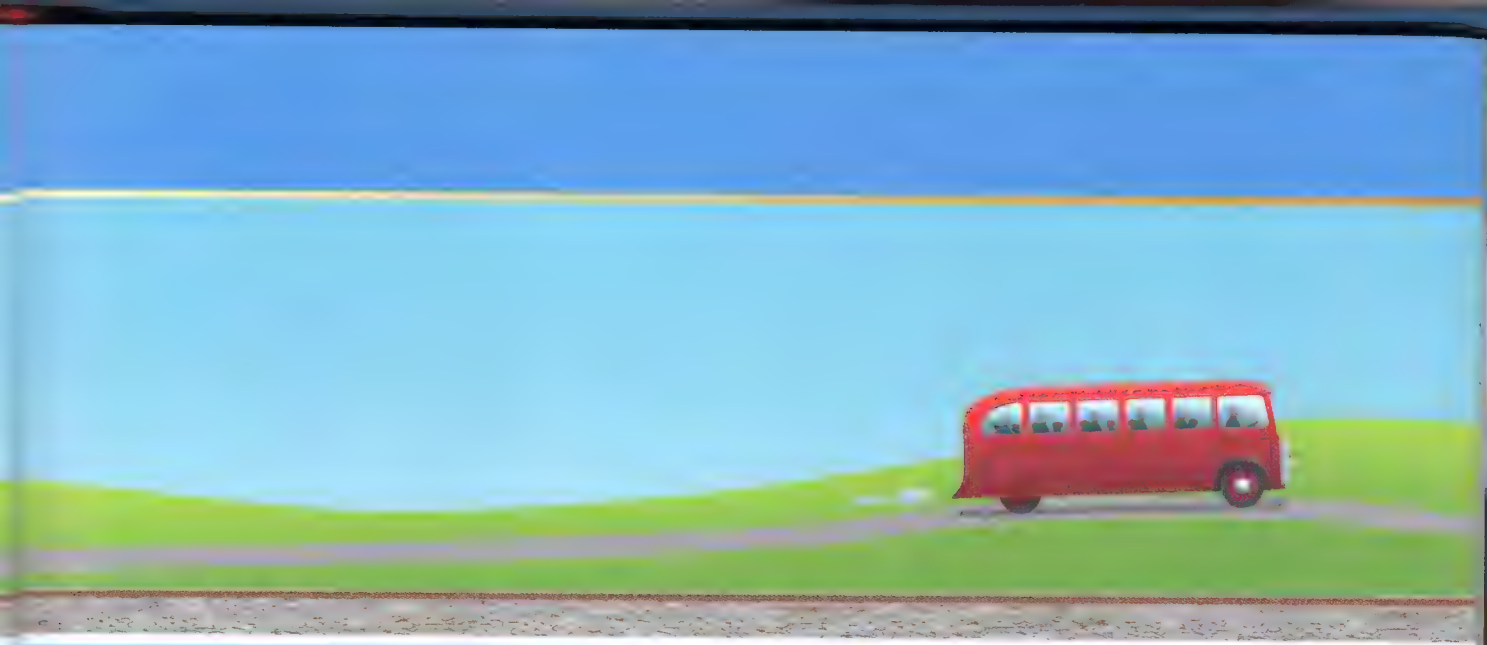
"Bertie must want me to race him!" exclaimed Thomas as he sped away after him.

Bertie was **worried** that he would give away the surprise, so he drove away as fast as he could.

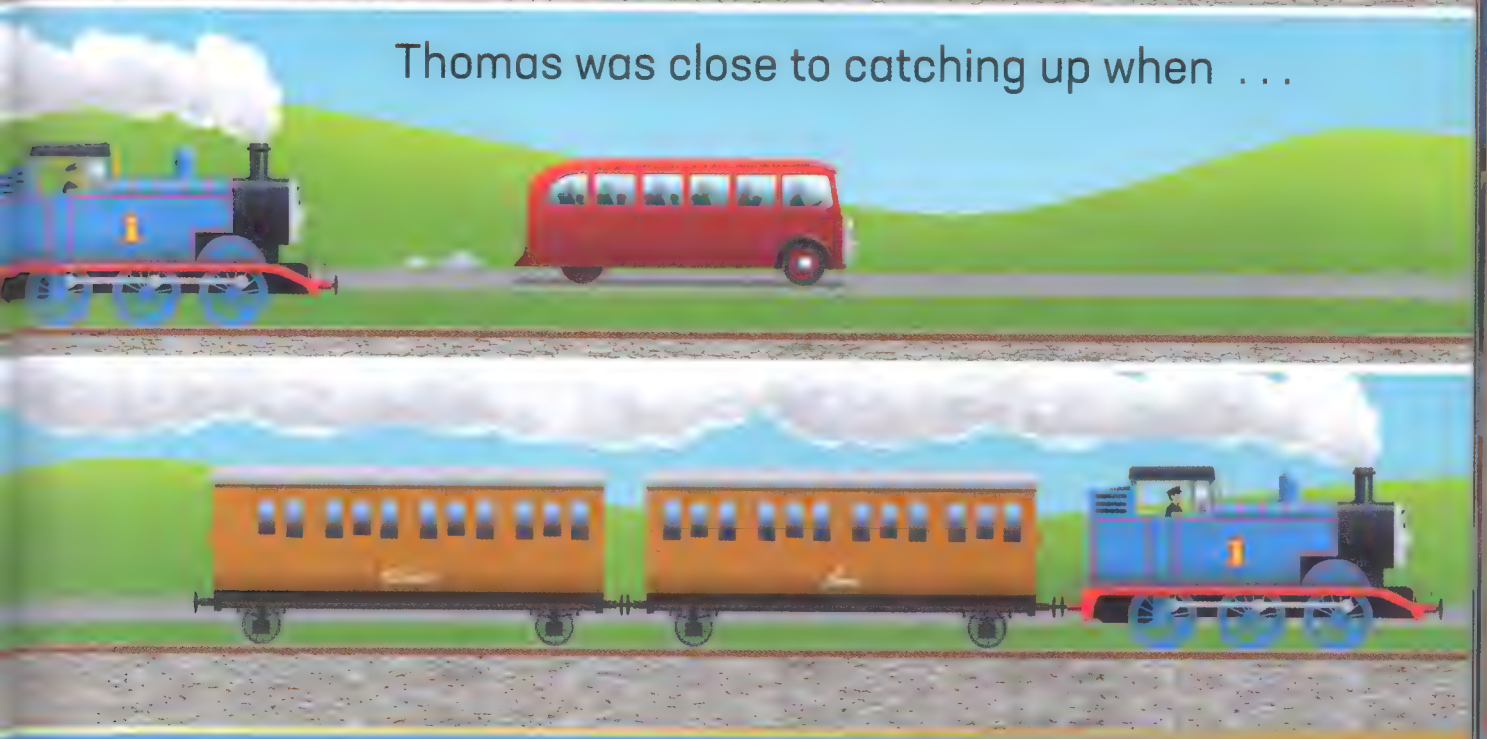




Bertie turned off the road beside the track and zoomed off away from Thomas.



But Thomas's wheels were turning **faster** and **faster** and **faster**.



Thomas was close to catching up when . . .

Thomas didn't know what to do. Normally Bertie loved to race with him.

"Maybe Bertie doesn't want to be friends with me anymore."

That night, Thomas puffed **very slowly** and **very sadly** back to the Sheds.

In the morning, Sir Topham Hatt asked Thomas to come all the way to the Steamworks to meet him.

"Go faster, we're late!" grumbled Annie and Clarabel.

"Must hurry. Must hurry!" puffed Thomas. He was feeling very tired after his busy week.

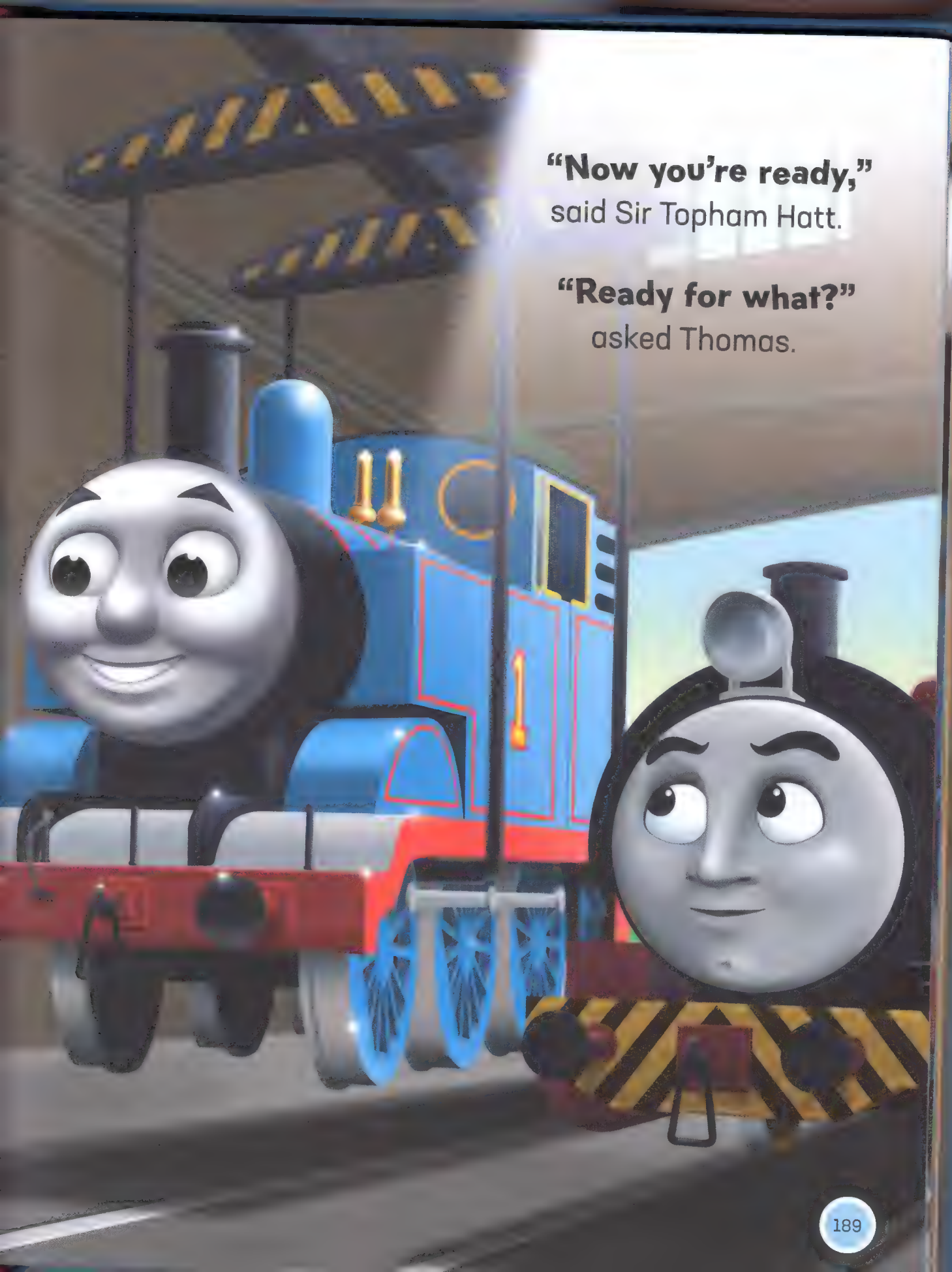
"There you are, Thomas," said Sir Topham Hatt when Thomas arrived at the Steamworks. **"We *need* to smarten you up."**

. . . and so his dome was **polished . . .**

. . . he was given a nice ***new coat of paint . . .***

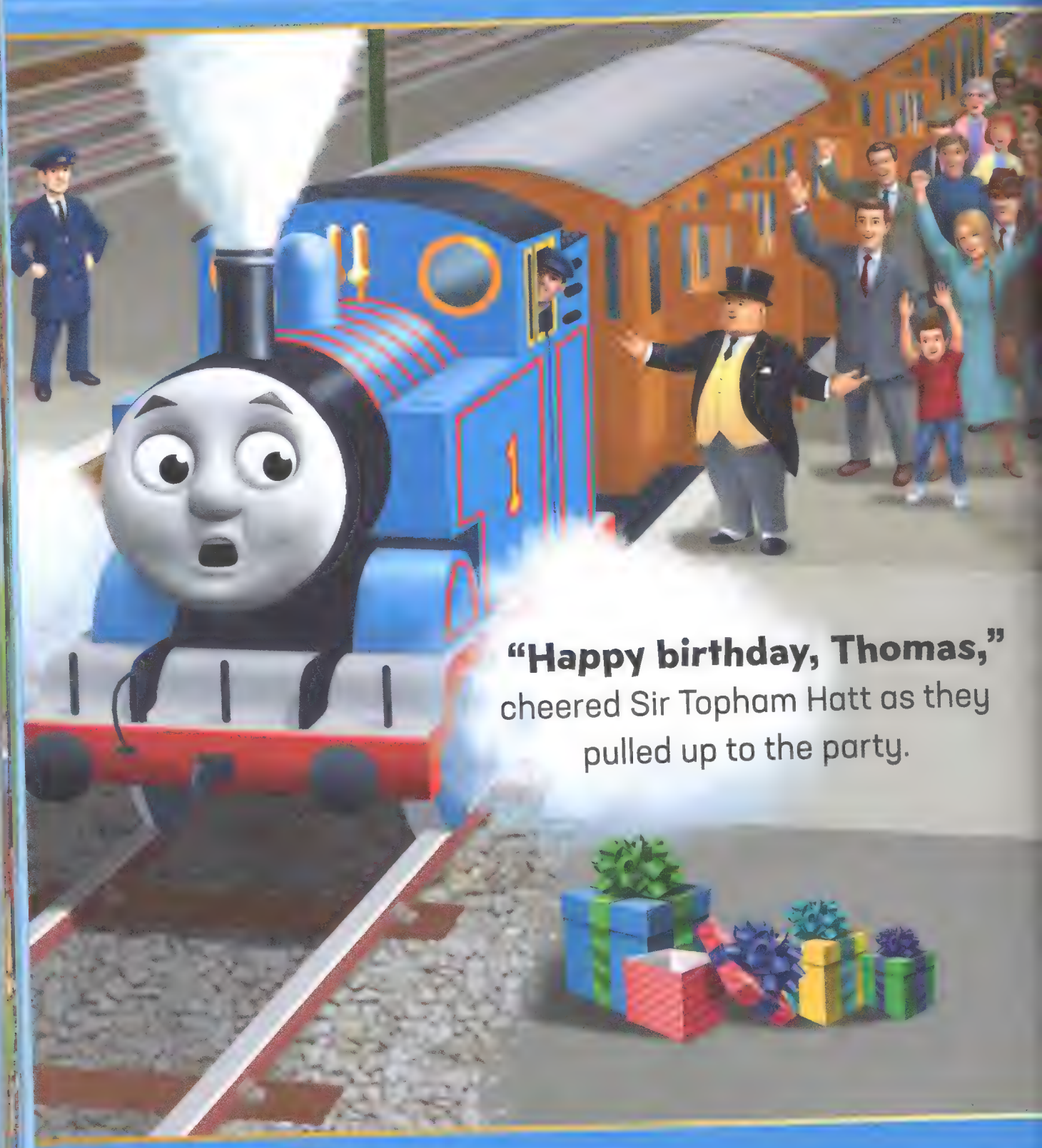
. . . his buffers were **buffed . . .**

. . . and he was given **brand-*new*, shiny wheels!**

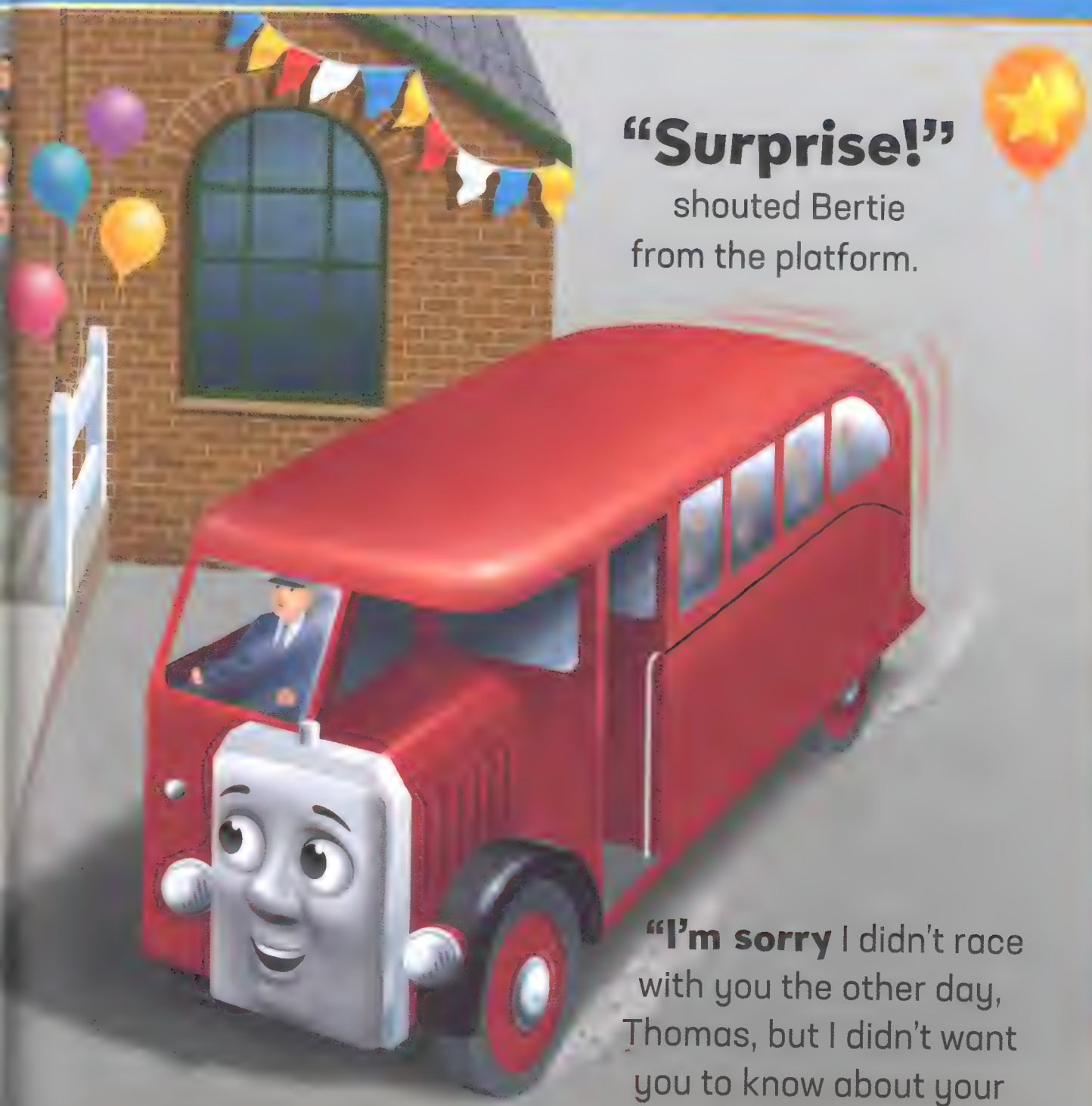


"Now you're ready," said Sir Topham Hatt.

"Ready for what?" asked Thomas.



"Happy birthday, Thomas," cheered Sir Topham Hatt as they pulled up to the party.

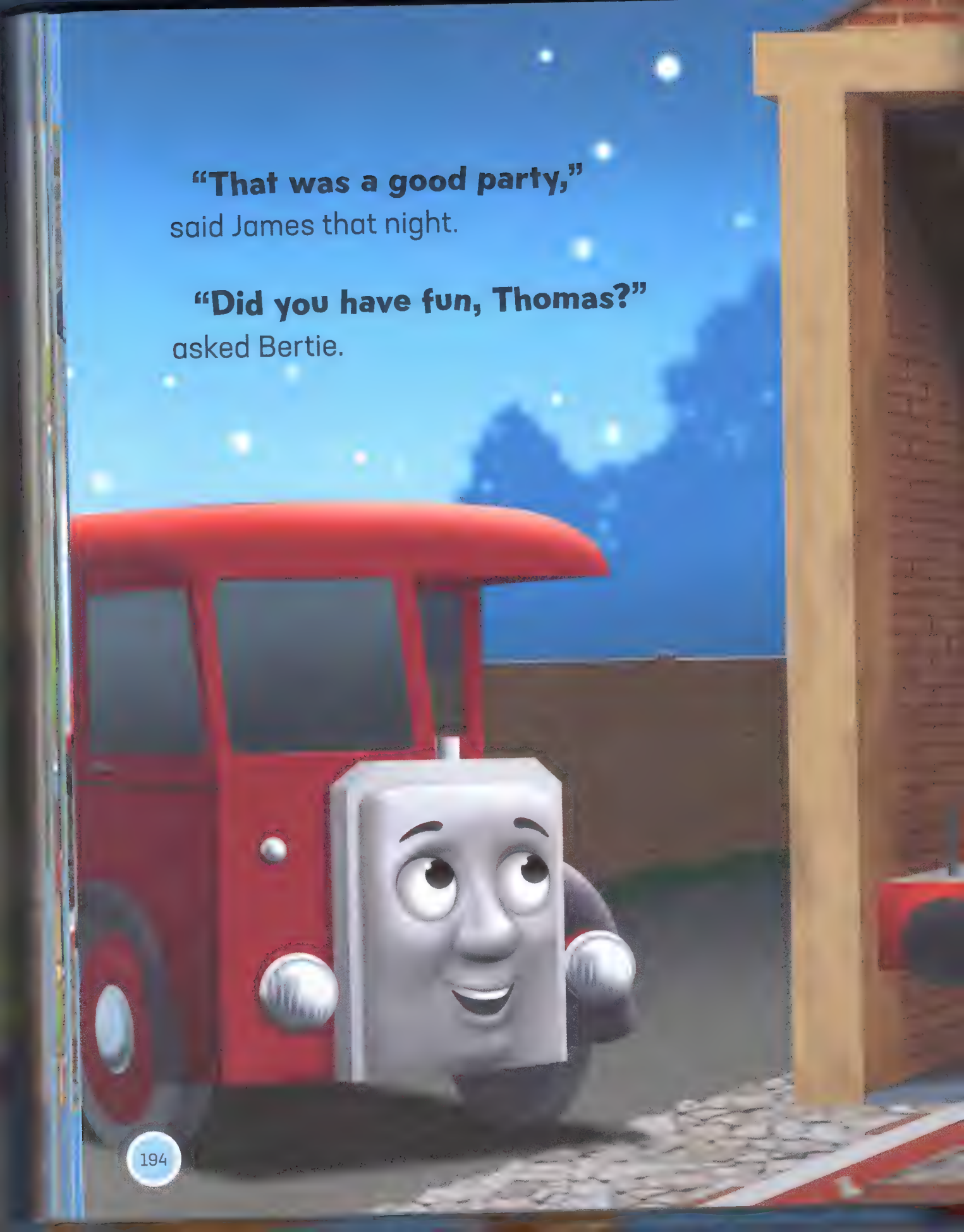


"Surprise!"
shouted Bertie
from the platform.

"I'm sorry I didn't race with you the other day, Thomas, but I didn't want you to know about your surprise birthday party."

It was a **wonderful party!** All of Thomas's friends wished him a very happy birthday and even sang to him.

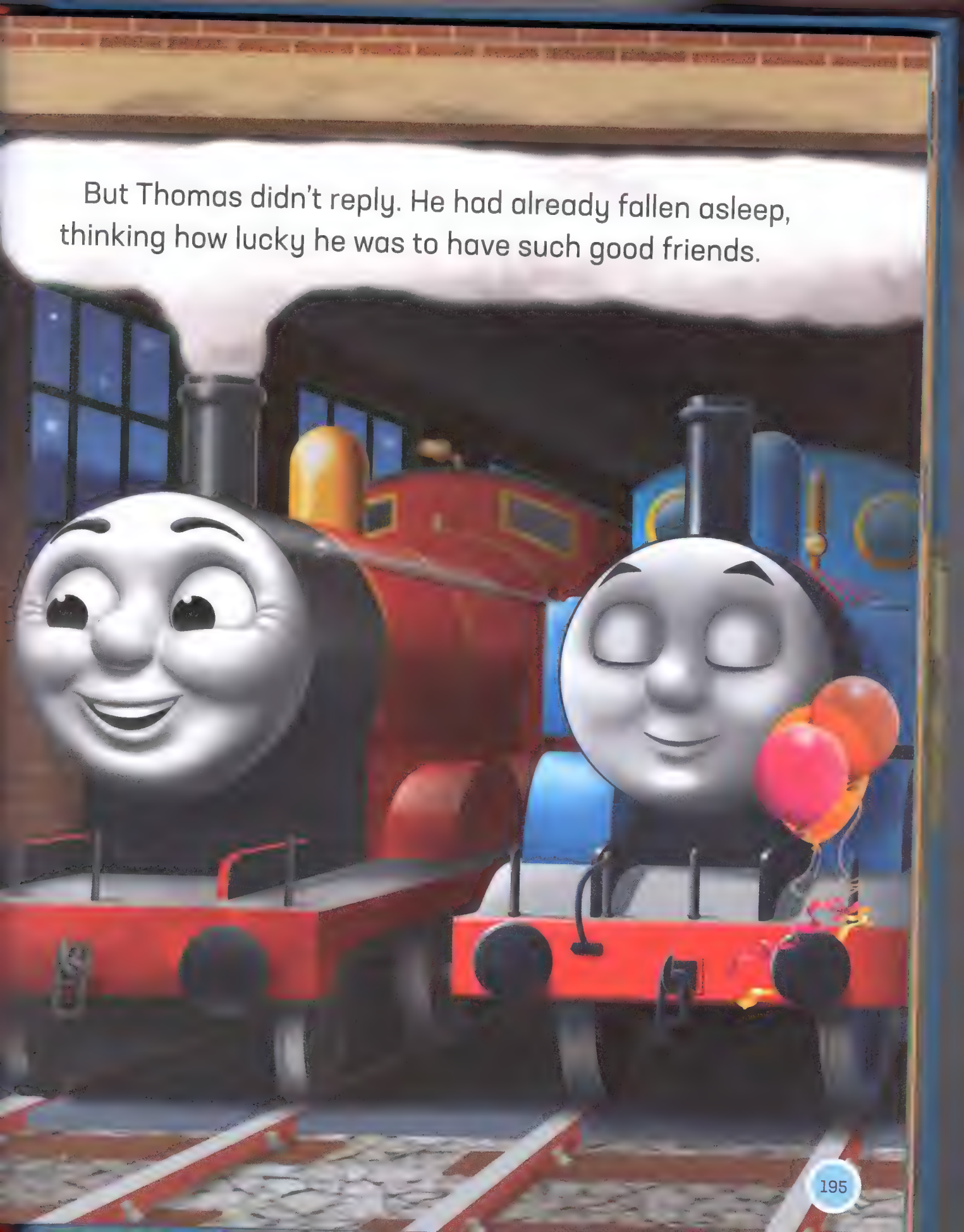
"Happy birthday to you.
Happy birthday to you . . . "



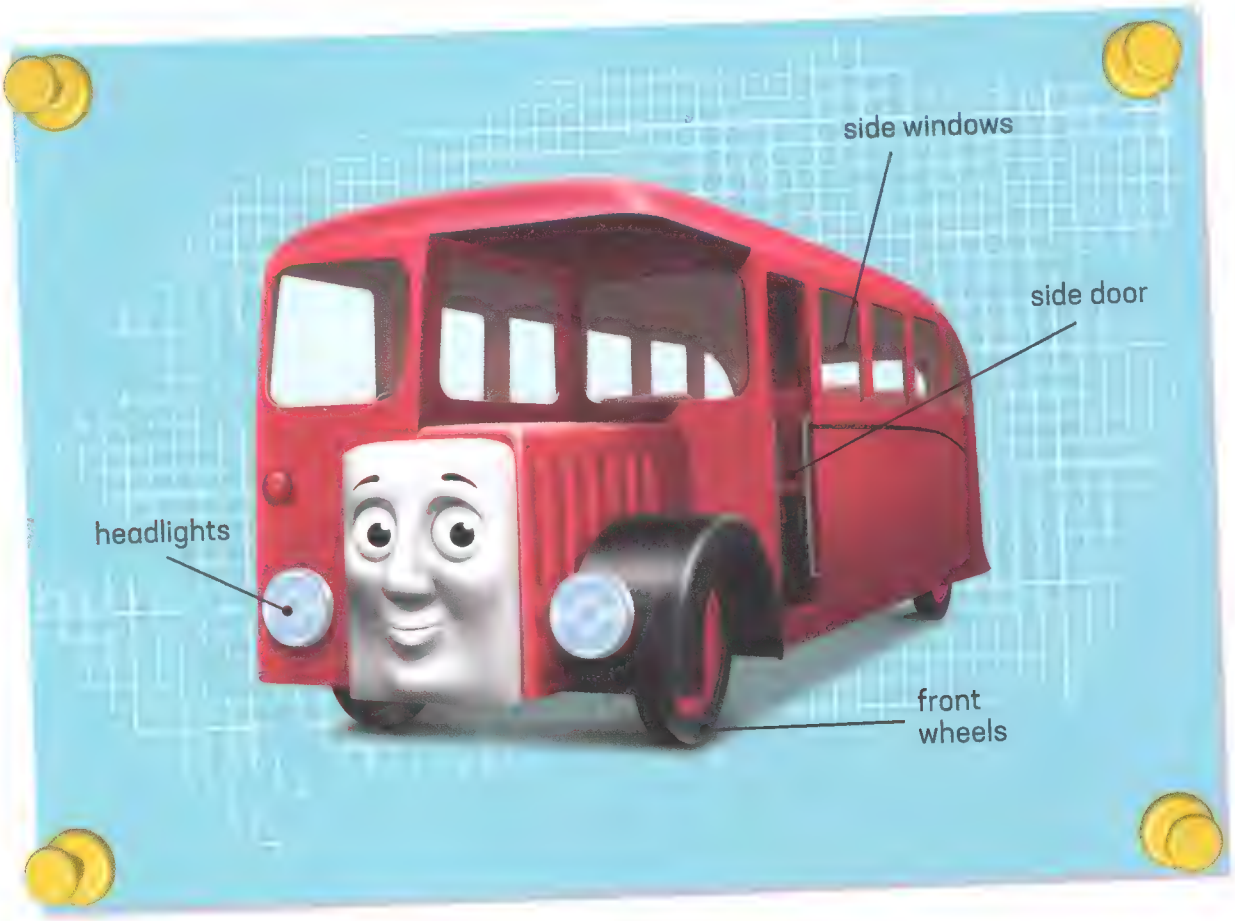
"That was a good party," said James that night.

"Did you have fun, Thomas?" asked Bertie.

But Thomas didn't reply. He had already fallen asleep, thinking how lucky he was to have such good friends.



More about Bertie



Bertie's challenge to you

Look back through the pages of this story and see if you can spot:

poster

bird

dolly

horse

balloons

Thomas the Hero

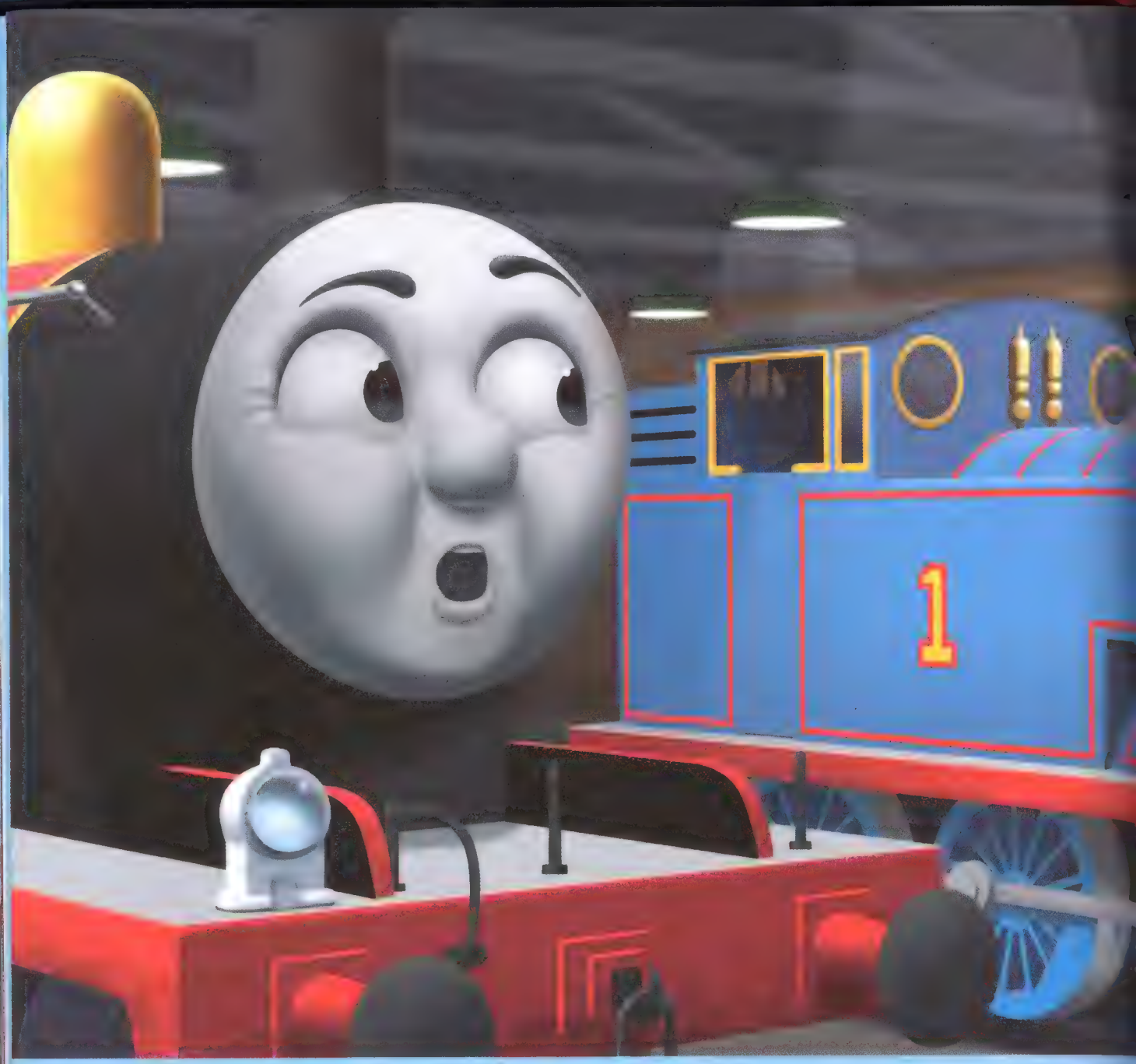
This is the story of when Thomas the Tank Engine discovered that you don't have to fly high to be a hero.

Thomas the Tank Engine was working, as usual, when he heard a high-pitched, whistling sound up in the sky.

"What can that be?" he said to himself.

Thomas looked up and saw a small plane darting overhead. He had never seen anything like it before.

"Peep! Peep!" called Thomas, but the plane didn't hear him.



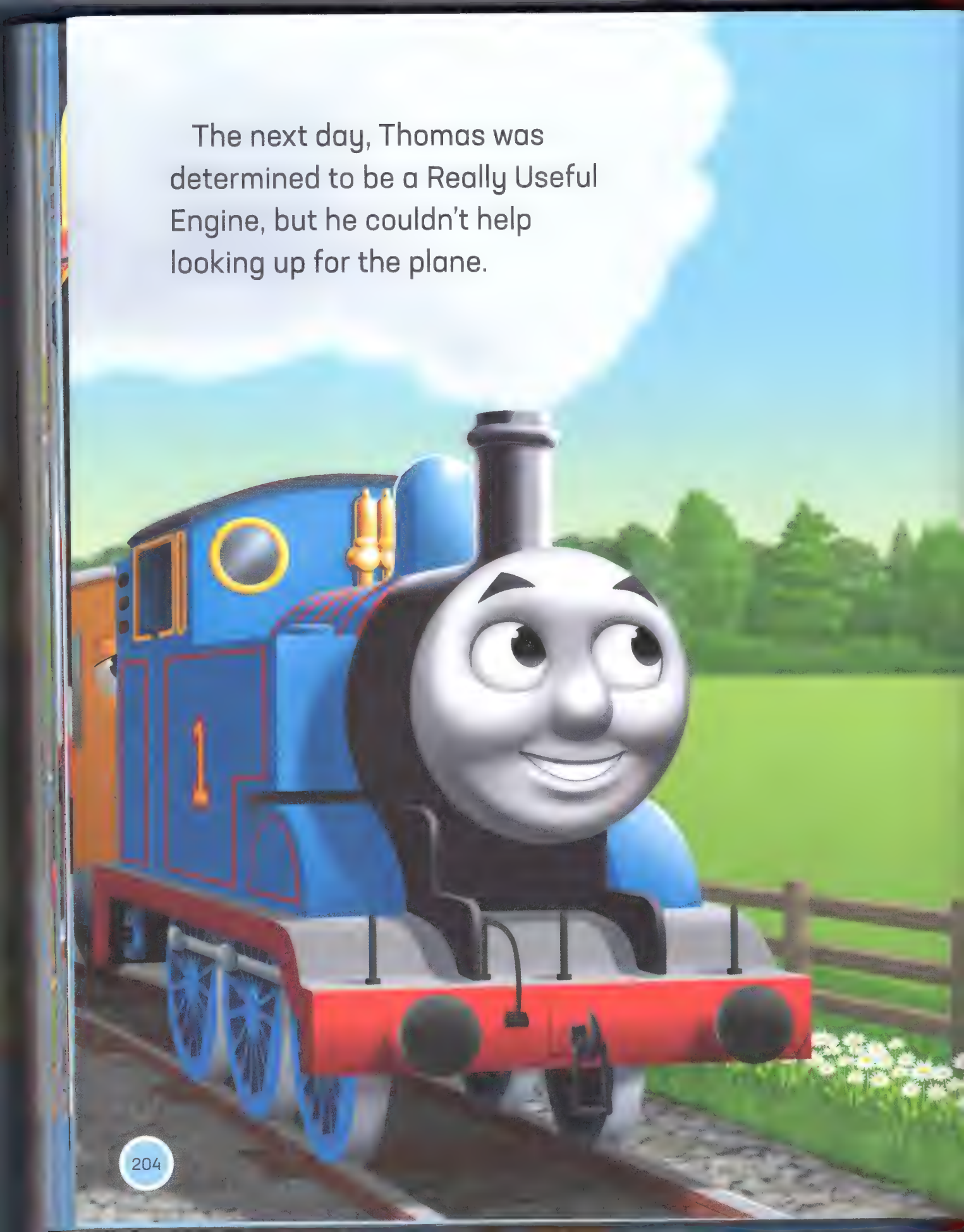
The plane was soon out of sight.

"I must learn more about that flying machine," Thomas said to himself.

That night, in the Engine Sheds, Thomas asked James and Percy if they had seen anything flying overhead that day.

"We keep our eyes fixed on the tracks," they said. "That way, we're **Really Useful Engines."**

The next day, Thomas was determined to be a Really Useful Engine, but he couldn't help looking up for the plane.



He was just thinking that he'd never see it again when he heard that same whistling sound.

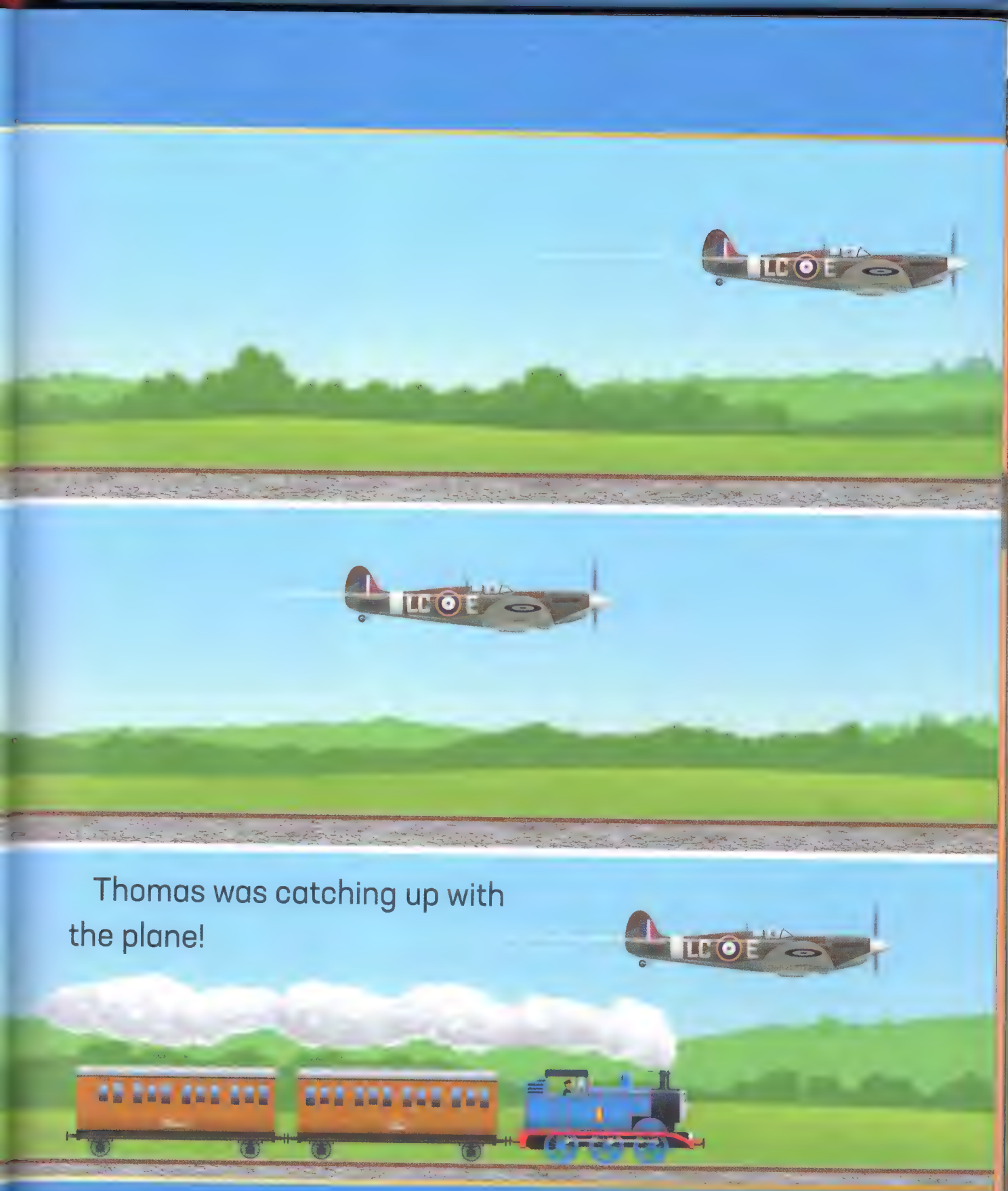
Wwwweeeeeeeew . . .

This time he just had to follow it . . .

The plane may have been small, but it was fast.

"Must keep up, must keep up," Thomas puffed to himself.

It was working.



Thomas was catching up with the plane!

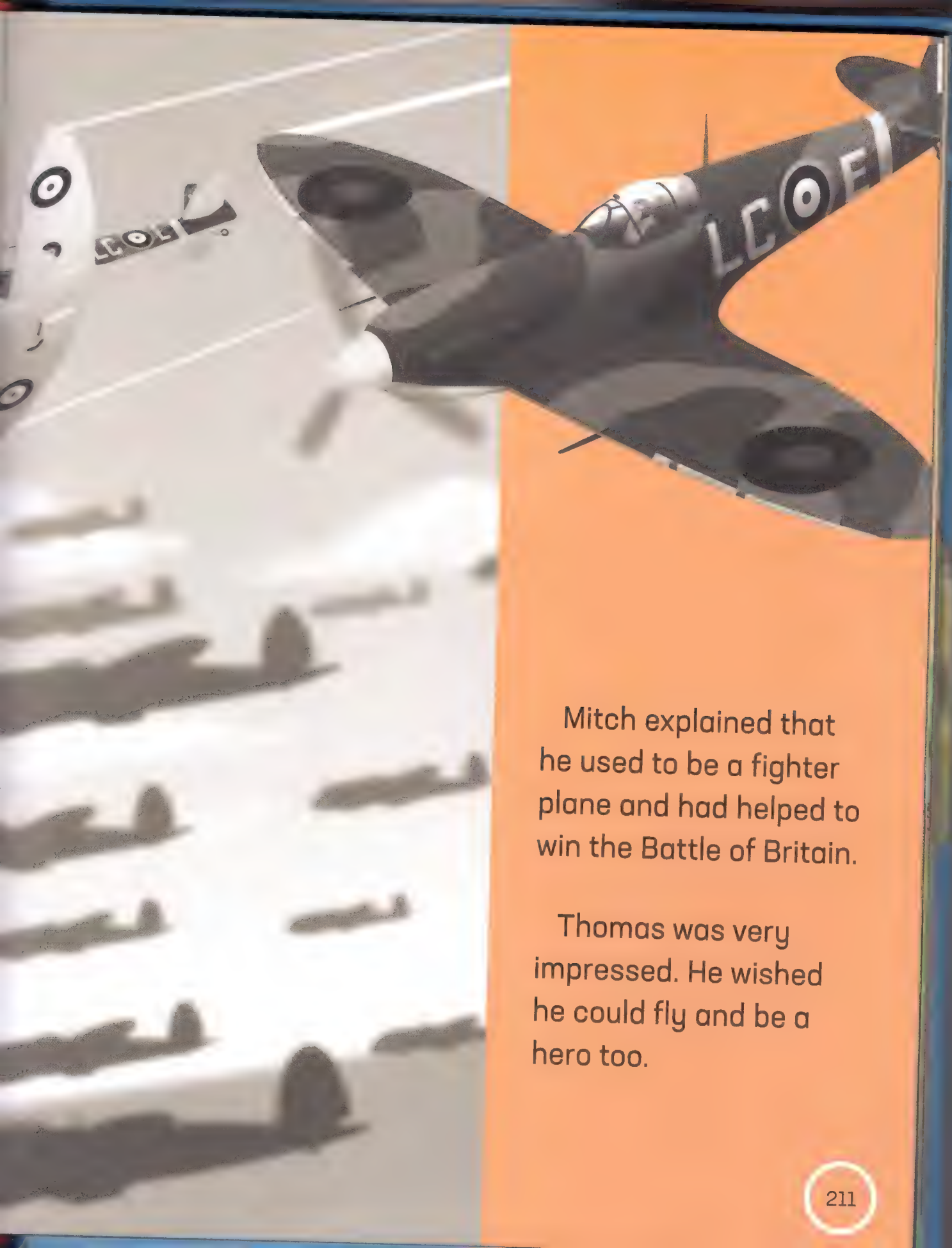
The plane came down to land on an airstrip near the railway tracks.

A little nervously now, Thomas came to a stop beside the plane.

He admired the big, red dots painted on its wings.

"I'm Thomas," said Thomas, shyly.

"I'm Mitchell, the Spitfire, but you can call me Mitch," the plane replied. "I've been practicing for a flypast to celebrate the anniversary of the end of World War II."



Mitch explained that he used to be a fighter plane and had helped to win the Battle of Britain.

Thomas was very impressed. He wished he could fly and be a hero too.

Back in the Sheds, Thomas told the other engines about his new friend.

"Eyes on the tracks, eyes on the tracks," they told him.

That night, Thomas's dreams were full of Spitfires diving through the skies. He dreamed that he was flying with them, keeping people safe.

The next day, Thomas was in charge of taking passengers to the airshow for the big flypast.

As he arrived, Thomas could see Mitch, and next to him was another vintage plane.

"That's a Hawker Hurricane," Thomas's Driver told him. "Hurricanes and Spitfires were the **heroes** of the ***Battle of Britain.***"

The show was about to begin . . .

The planes revved their engines and rattled along the runway. With just a little **wobble**, they lifted into the sky.

Thomas couldn't resist following them . . .

But Mitch seemed to be in trouble. His engine spluttered . . . he came lower . . . and lower . . . and lower, until with a big **SPLASH** he made an emergency landing in a duck pond!

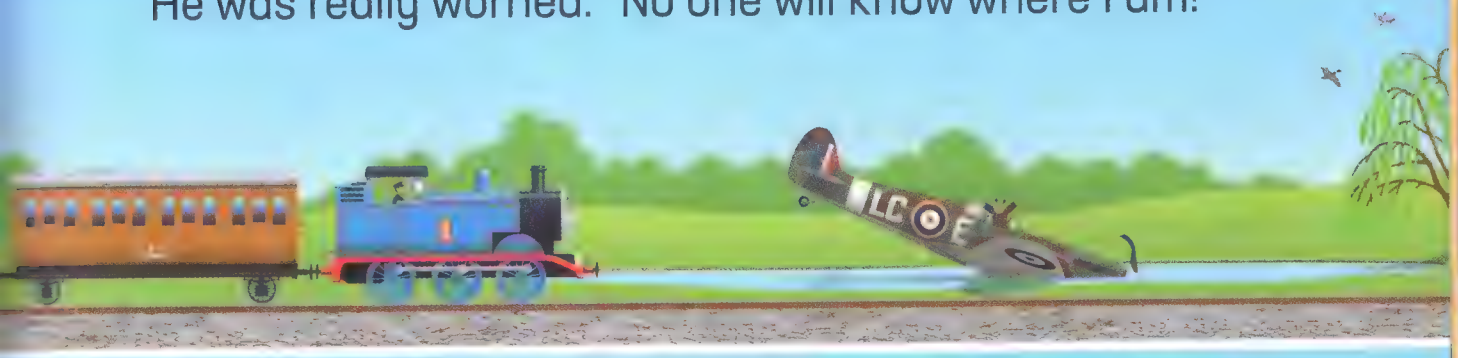
"What should we do?" asked Mitch, as he started to sink lower.

"I can help, I can help," puffed Thomas.

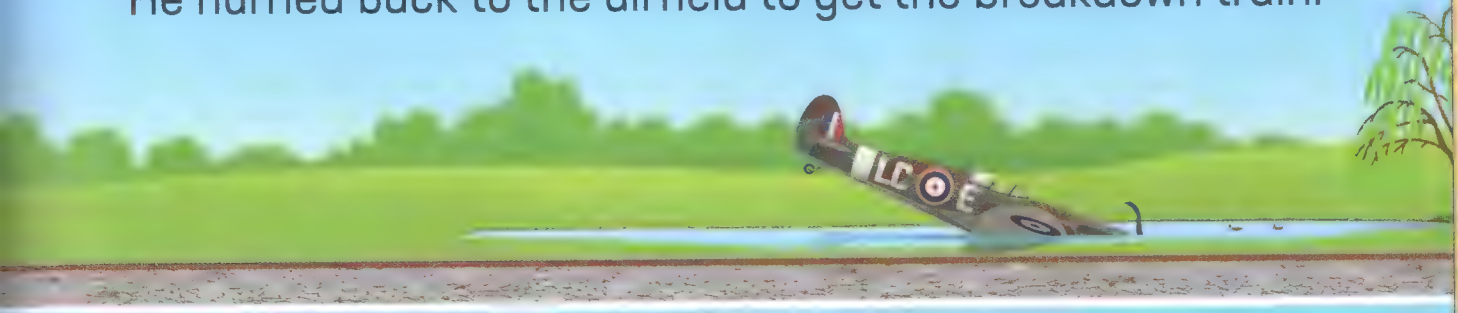
"It's an emergency," he said.

A dripping Mitch was lifted out of the pond.

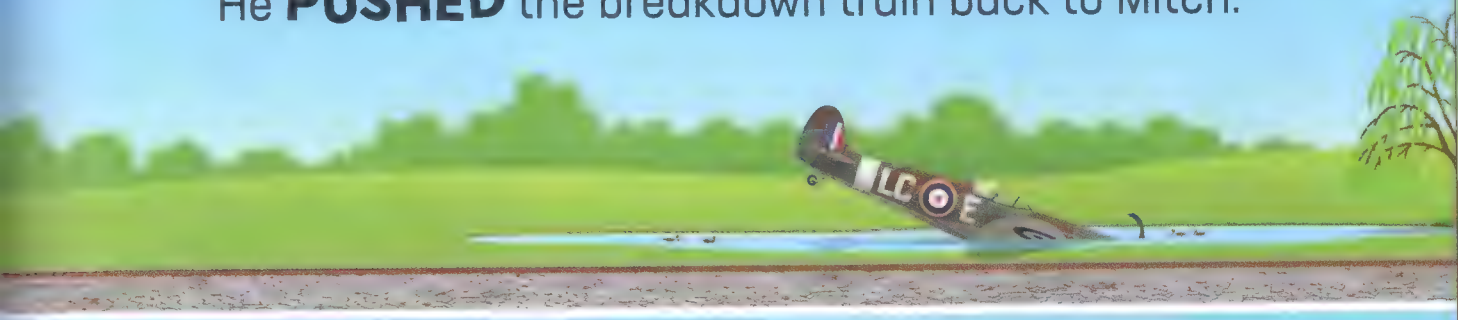
He was really worried. "No one will know where I am!"



He hurried back to the airfield to get the breakdown train.



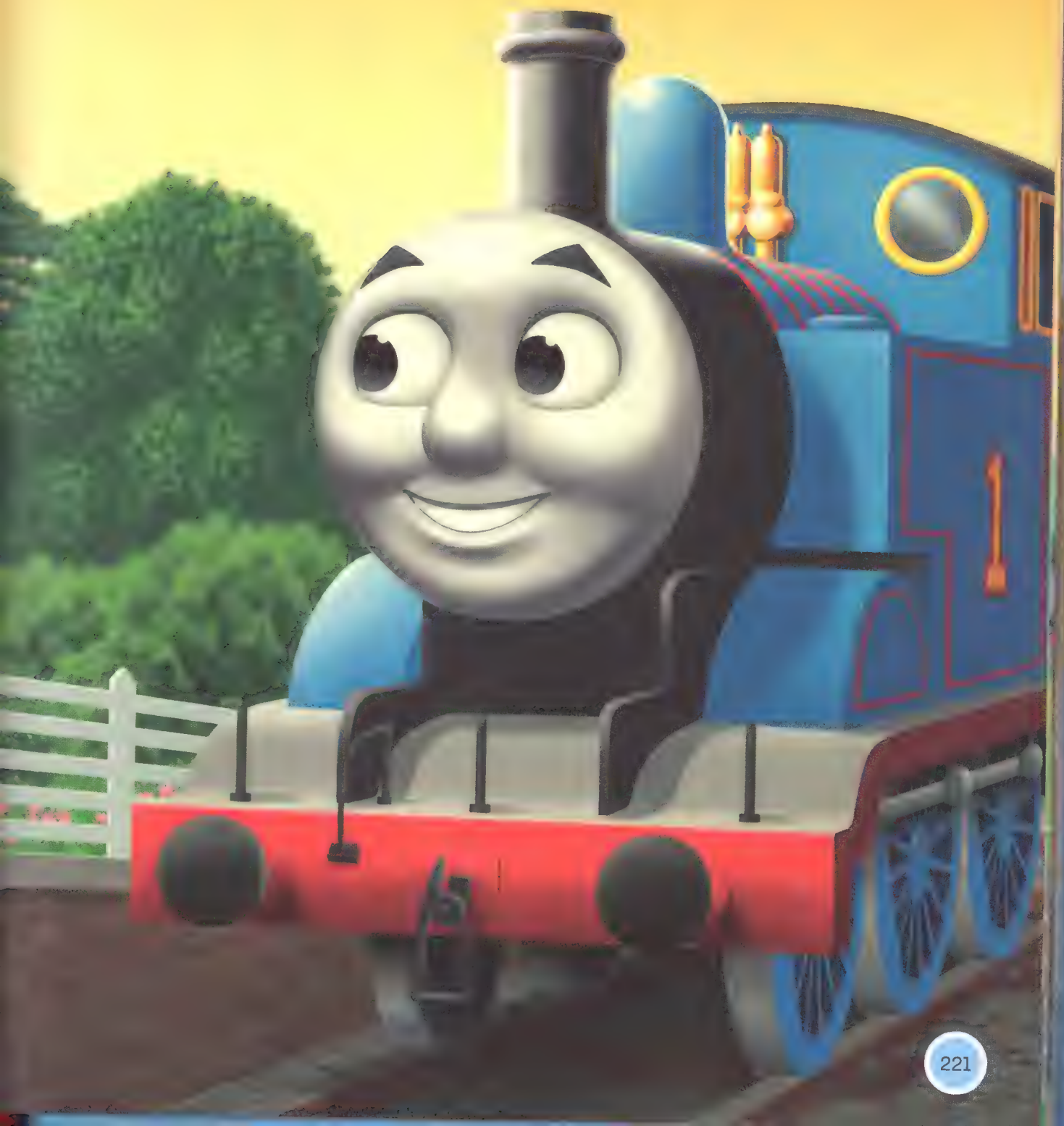
He **PUSHED** the breakdown train back to Mitch.



Sir Topham Hatt was proud of Thomas.

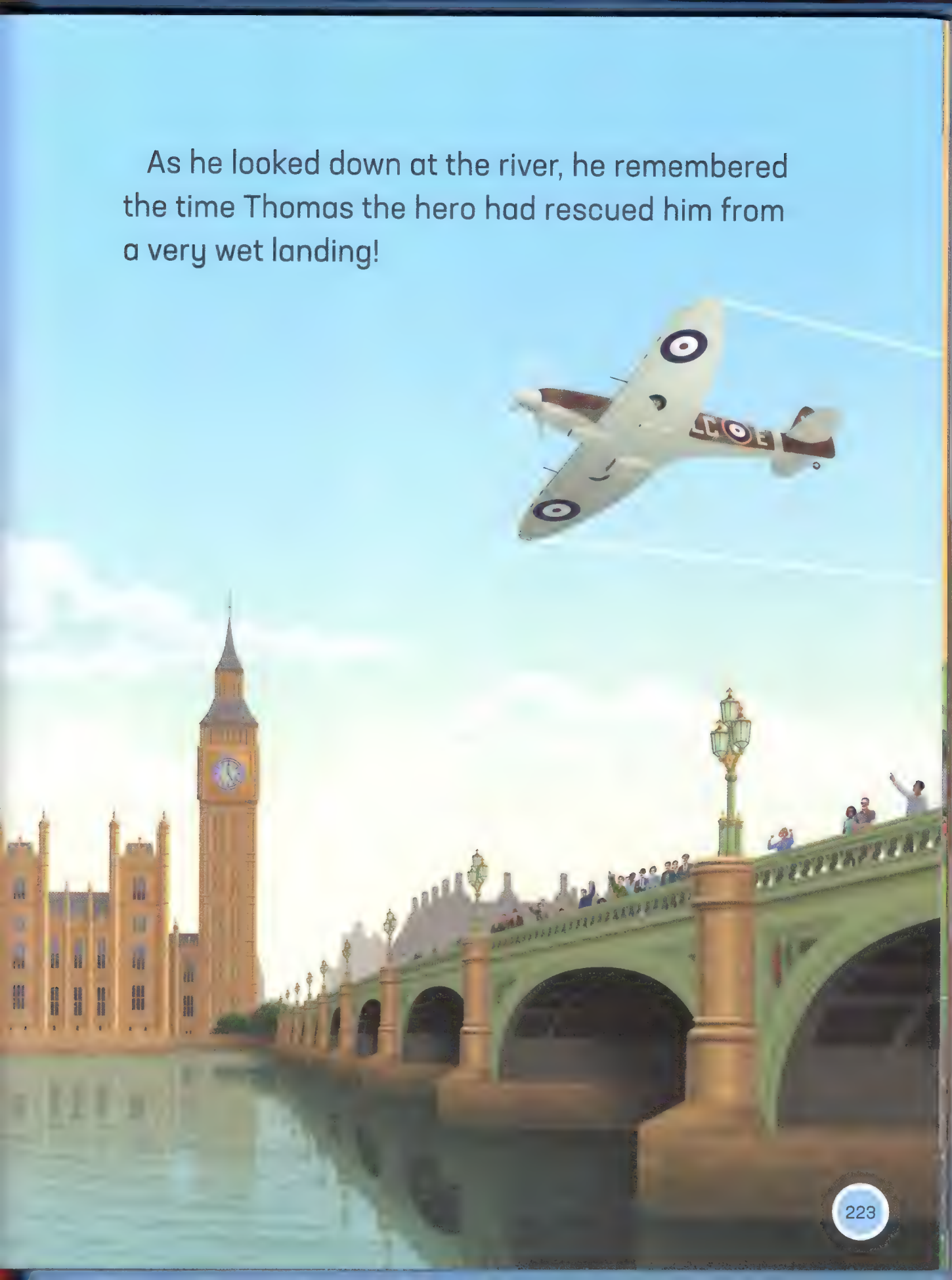
"Thanks to you **keeping your eyes on the skies,** you were able to help the Spitfire," he said.

"The planes that took part in the Second World War had to be vigilant. Like them, you are a **true hero,"** he added.

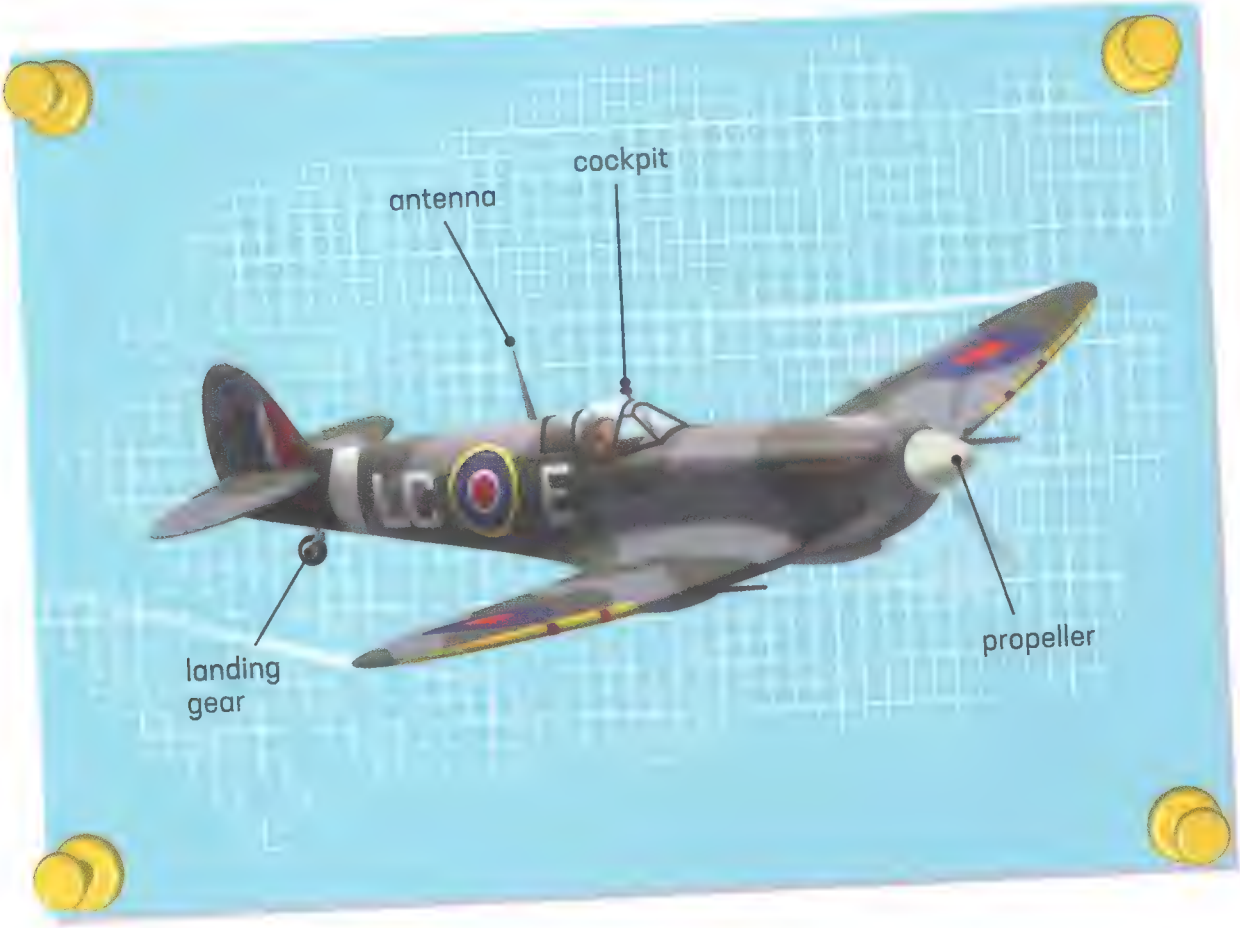


Thomas was happy to hear that after a few minor repairs and a new coat of paint, Mitch the Spitfire was able to take part in many more flybys. He was even invited to London, where he flew low over the river Thames.

As he looked down at the river, he remembered the time Thomas the hero had rescued him from a very wet landing!



More about Mitch the Spitfire



Mitch's challenge to you

Look back through the pages of this story and see if you can spot:

red flowers

propeller

conductor

duck

clock tower

A Day at the Soccer Game

This is a story about Thomas the Tank Engine and the day he and his friend James got ready for the most exciting soccer game of the season . . .

It was an exciting day on the Island of Sodor.

Sodor United was playing Barrow in the biggest soccer game of the year.

Sir Topham Hatt arrived at Tidmouth Sheds to give the engines their jobs.

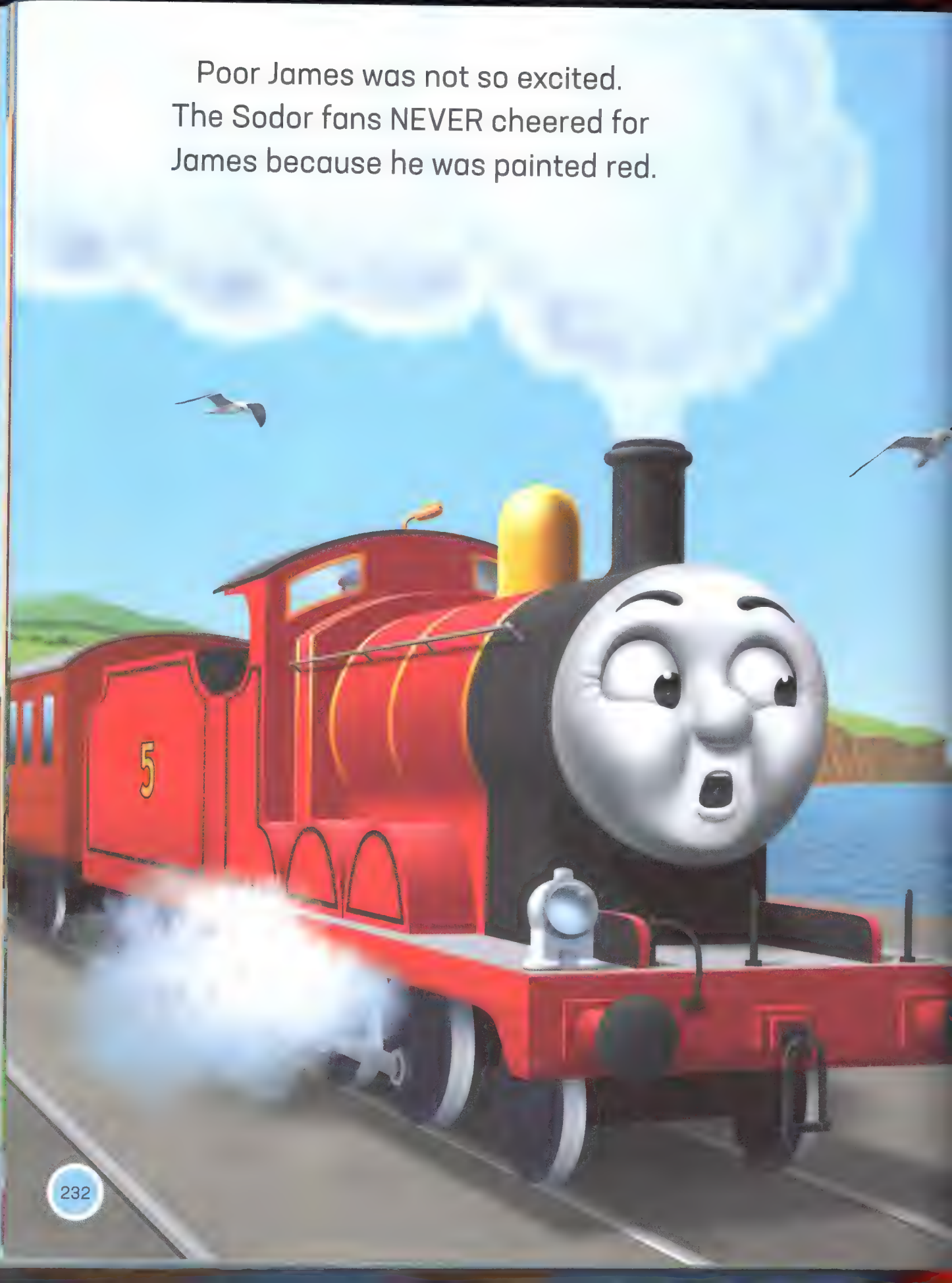
"I'm going to be the referee," he said proudly. "Thomas and James, I want you to work as a team to get the fans to the soccer field at Dryaw."

Nobody was more excited than Thomas. Sodor United fans loved Thomas because his blue paint matched Sodor's blue soccer uniform perfectly. Everywhere Thomas went, they always gave him the biggest cheer and waved their flags and

"Love your blues, Thomas!"

Thomas always felt like he was part of the team.

Poor James was not so excited.
The Sodor fans NEVER cheered for
James because he was painted red.



But today James was in for a big surprise. When he arrived at Brendam Docks, the Barrow fans were all wearing bright red!

They let out a huge cheer when they saw James's shiny red engine.

"Red en-gine, red en-gine, red en-gine!"

James proudly pulled into Dryaw next to Thomas. "Look! The Barrow fans are wearing red," puffed James. "It's reds playing blues at the soccer game today."

"Who do you think can take their fans to the game the fastest–reds or blues?" Thomas asked with a smile. **"Let's have a race!"**

James chugged away quickly and steamed out in front.

Thomas was catching up.

Uh oh, red signal! James screeched to a stop.

Whirr, whirr, whirr went James's wheels along the track.

"Too fast, too fast, too fast!" called out Annie and Clarabel.

Thomas raced on ahead.

"Blues are the best, blues are the best!"

Thomas and James raced around Sodor. Both engines wanted to win so much that they started to make mistakes.

Thomas rushed through the station, leaving Sir Topham Hatt on the platform. Thomas was supposed to take him to the game!

"Thomas! Stop!"

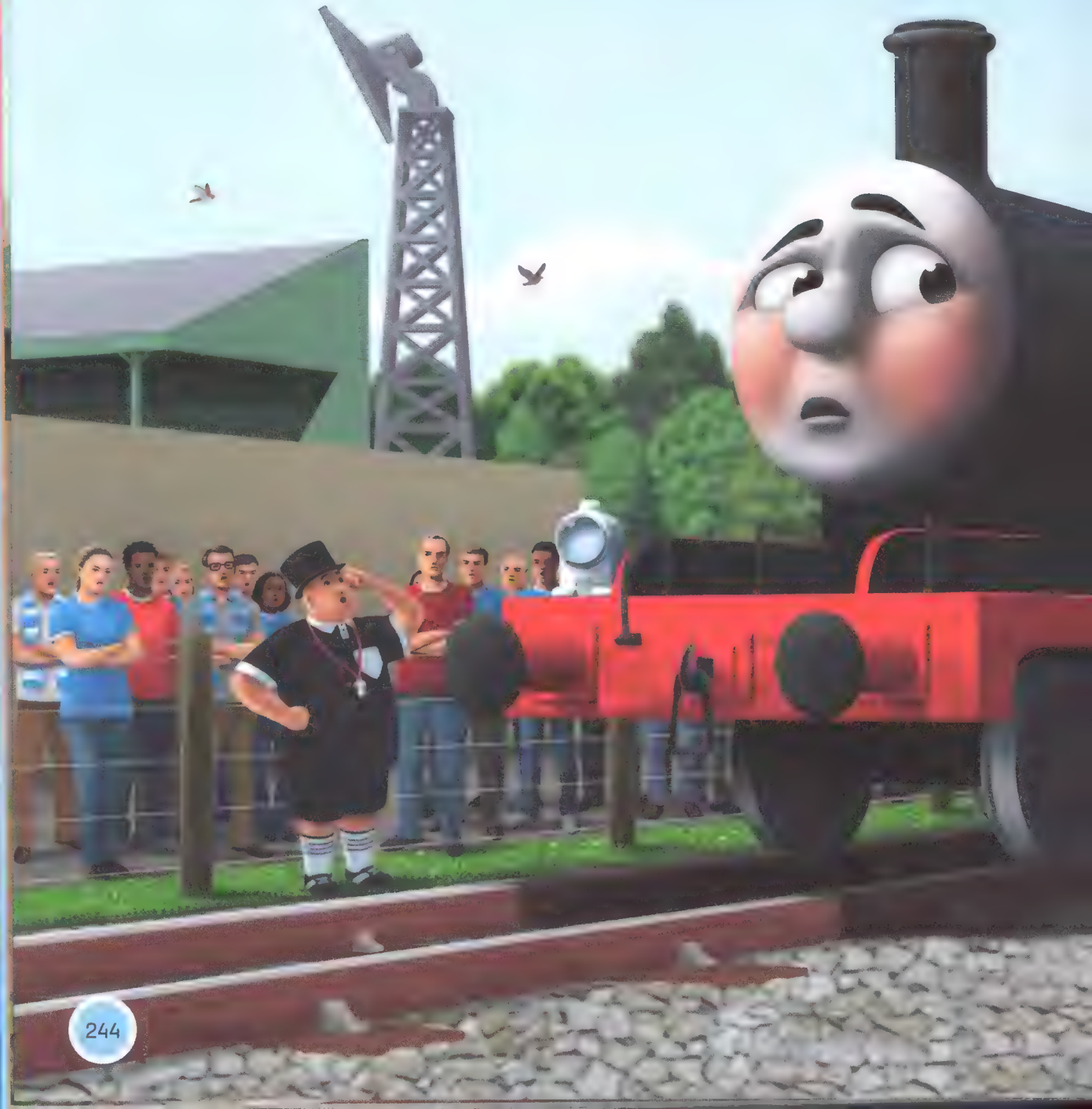
And when James arrived at Brendam Docks to collect his last passengers, he was in such a hurry that he pulled away before everyone had climbed aboard. He didn't realize that his last passengers were the Barrow soccer team!

Thomas and James had no idea the trouble they had caused as they screeched to a stop at the field.

Thomas and James both thought they had won the race, but soon realized the game had not started. Sir Topham Hatt arrived with the Barrow soccer team. He was really mad!

"You were meant to work together today, not against each other," he said. "I'm giving you a yellow card as a warning. If you cause any more trouble, you will be given a red card and you won't be allowed to watch the game!"

Thomas and James felt terrible. They had nearly ruined the biggest soccer game of the year. Suddenly the fans began booing. "The trophy is missing!" cried Sir Topham Hatt. **"I don't know where I left it."**



"James, if we work together we can find the trophy and be back before the game is over," said Thomas. This time they were determined to show Sir Topham Hatt that they were a Really Useful Team.

Thomas raced to the Docks where Sir Topham Hatt had been to greet some fans. No trophy there.

Thomas headed to the sporting goods store where Sir Topham Hatt had been to pick up a new whistle. The trophy was nowhere to be found.

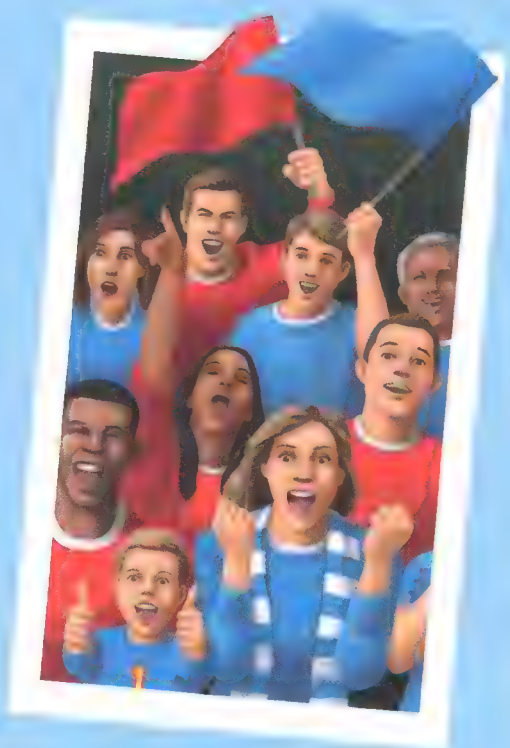
James went to the ice cream shop where Sir Topham Hatt had stopped for a treat. No trophy there either.

Finally, James screeched into Kellsthorpe Station. He had spotted the trophy on the platform.

"Quick! I need to get back to the soccer game," James shouted. The trophy was loaded into James's carriage and he raced as fast as he could back to Dryaw.

Thomas was waiting. They had arrived just in time to catch the end of the game.

The fans all cheered for the two engines who had saved the day.

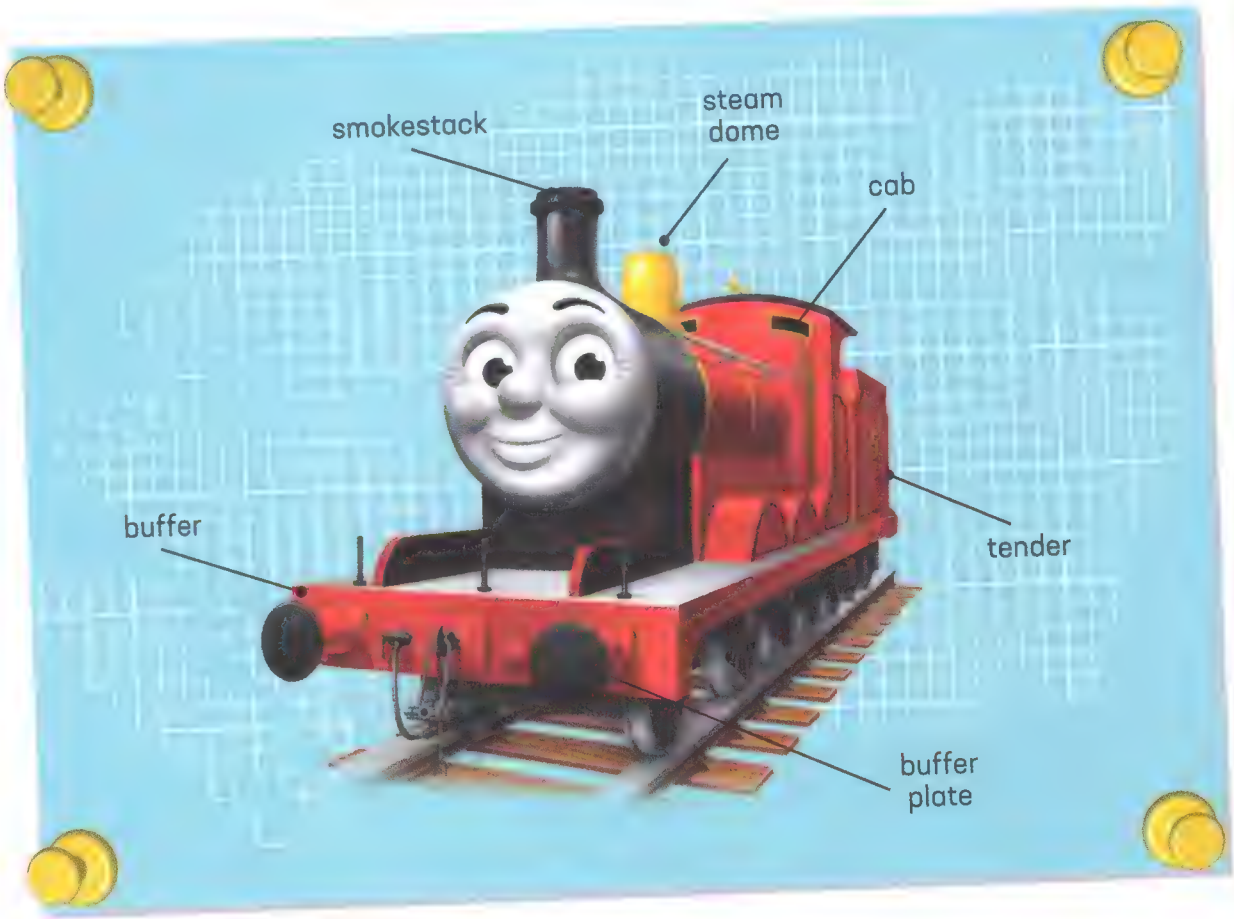


"Well done, engines!" cheered Sir Topham Hatt. **"You make a great team."** Just then, the soccer ball shot off the field and landed with a pop–right in Thomas's funnel!

The two friends laughed as Thomas blew the soccer ball out of his funnel and straight into the goal.

"GOOOOOOOOAL!"

More about James



James's challenge to you

Look back through the pages of this story and see if you can spot:

blue car

satellite tower

house

soccer ball

flag

Thomas's New Friend

When Thomas the Tank Engine caused an accident at the Docks, he thought he'd be in trouble. He made up an engine called Geoffrey to take the blame, but everyone wanted to meet his new friend!

One day on Sodor, Thomas was in a hurry. He wasn't looking where he was going, and bashed into a line of trucks.

Bash!

Cranky was lowering a crate, but the trucks had shoved Cranky's flatbed up the track.

The crate **smashed** open on the rails, and out jumped hundreds of bouncy balls! Some ***splashed*** into the sea!

"Somebody **shoved** us!" moaned a truck.

Thomas backed away, feeling bad. "It wasn't me," he pretended. "It was, er, Geoffrey!"

"Geoffrey?" called Cranky. "I can't see any other engines around here."

Everyone wanted to hear about Geoffrey, but there **was** no Geoffrey. Thomas had made him up! Next, Thomas was passing the Steamworks.

"Hello, Thomas," said Victor. "Tell me about Geoffrey. Is he a Steamie?"

"Er, that's right," Thomas mumbled. "He's a big red Steamie from the Mainland."

And Thomas puffed quickly away.

KNAPFORD

Soon, everyone was talking about Geoffrey.

"I don't suppose he's very **fast,"** huffed Gordon.

"He is," said Percy. "He's so **fast** that no one even saw him leave the Docks!"

"A strange engine on my Railway?" Sir Topham Hatt said. "Please take me to him, Thomas."

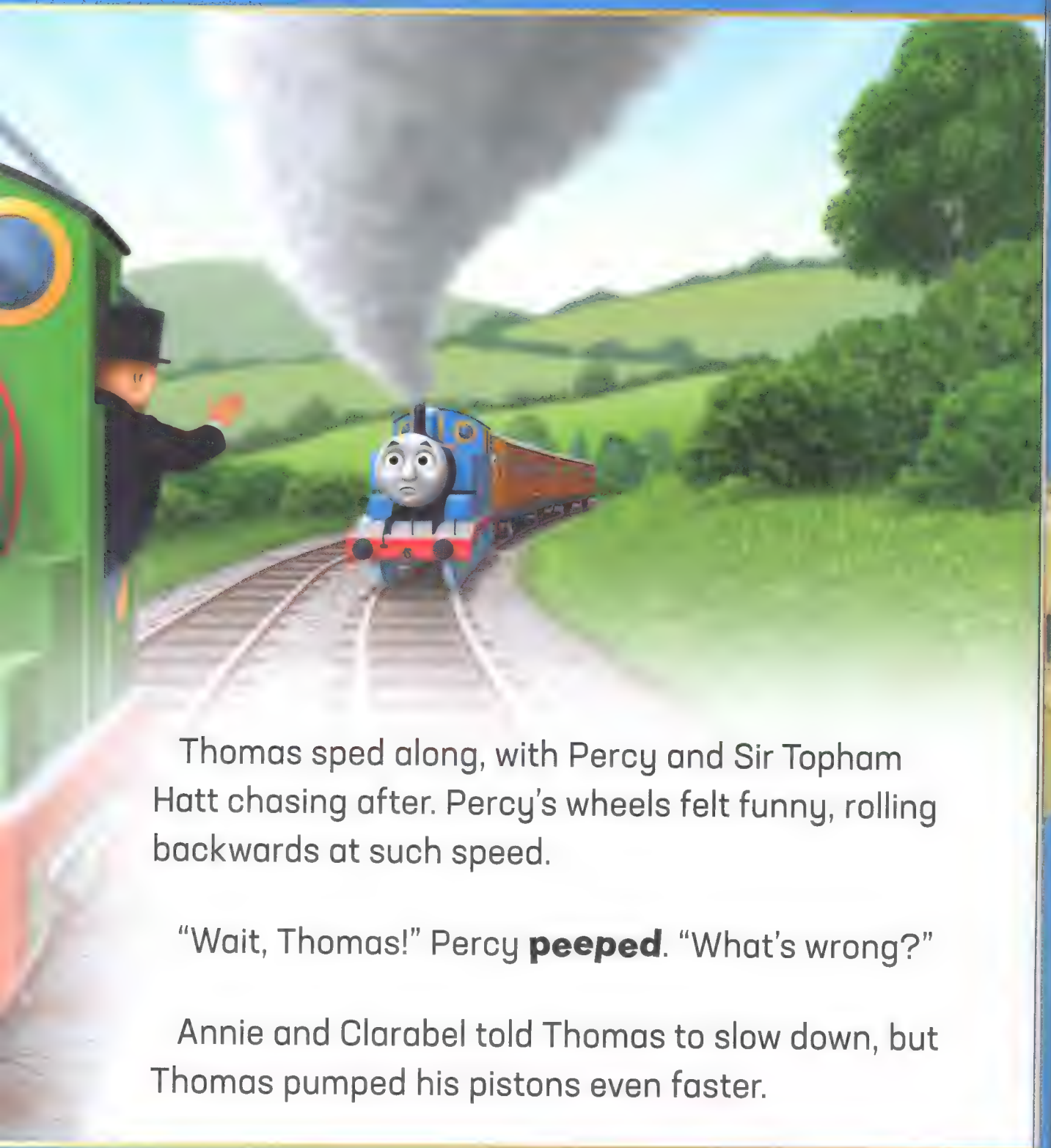
"But Geoffrey is very shy, Sir," Thomas puffed.

Sir Topham Hatt insisted. Thomas had to think quickly.

"I can't take you, Sir," he said. "Geoffrey is, er, hiding . . . in Henry's Tunnel!"

"Well, I'm sure we'll find him," said Sir Topham Hatt, scratching his head.

"I'll warn Geoffrey you're coming," Thomas called. And he steamed away–**backwards**–before anyone could tell him to stop!



Thomas sped along, with Percy and Sir Topham Hatt chasing after. Percy's wheels felt funny, rolling backwards at such speed.

"Wait, Thomas!" Percy **peeped**. "What's wrong?"

Annie and Clarabel told Thomas to slow down, but Thomas pumped his pistons even faster.

When Percy arrived at Henry's Tunnel, Thomas was nowhere to be seen.

"He must be inside, Sir," Percy said.

Sir Topham Hatt climbed down from the cab. "Thomas? Geoffrey? Are you in there?" he called.

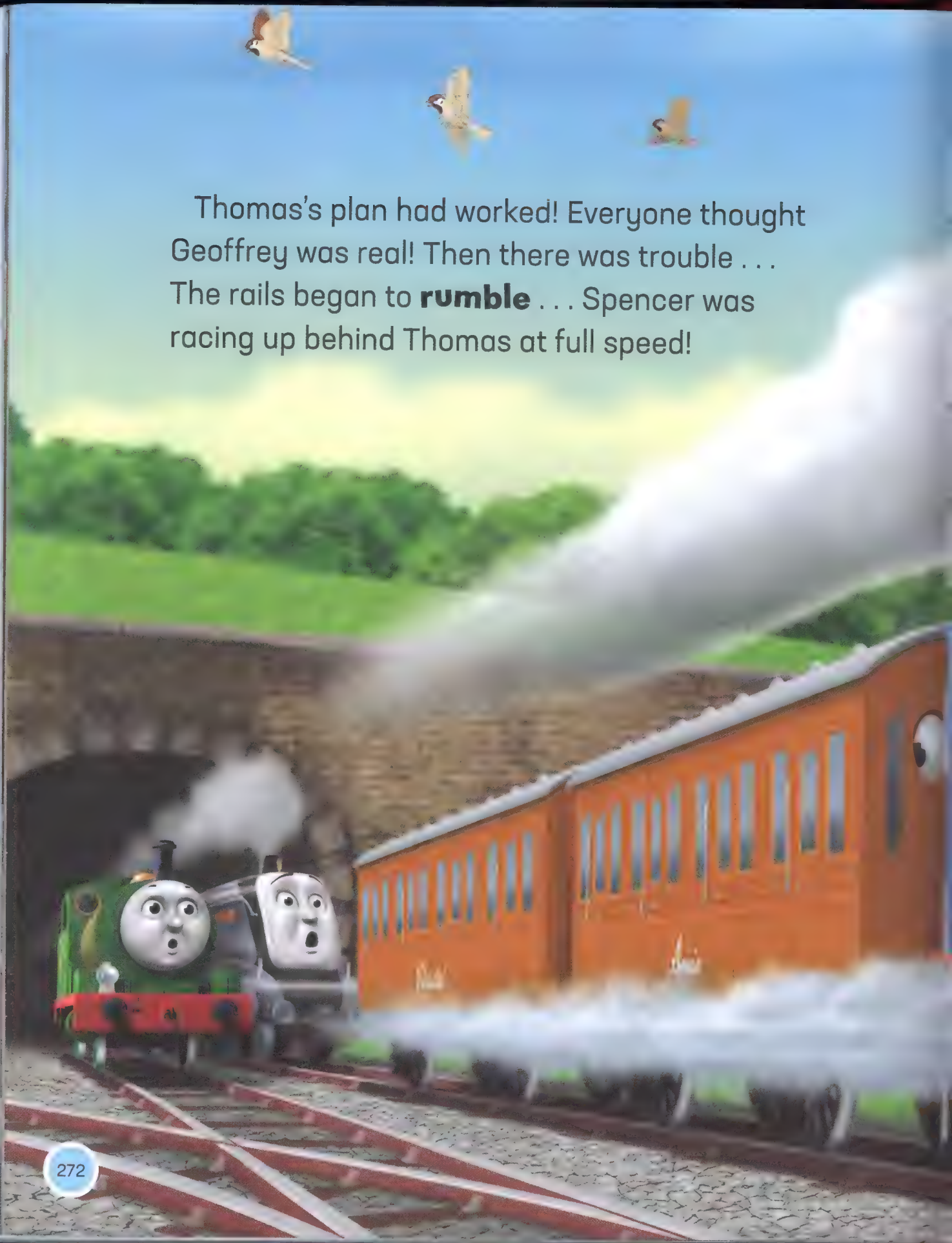
"Yes, Sir," Thomas replied.

"Will you come out, please, Geoffrey?" Sir Topham Hatt said.

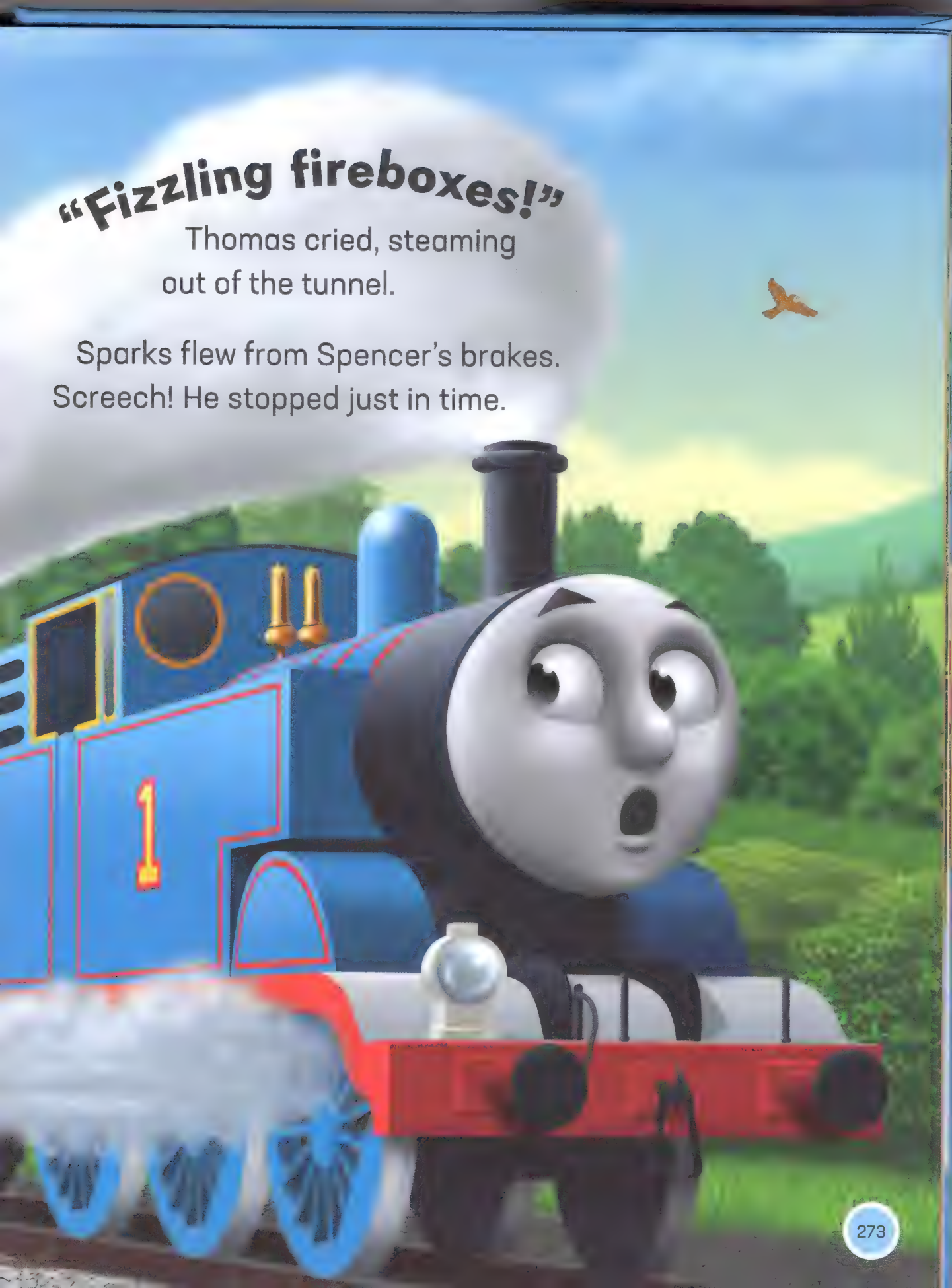
Thomas pretended to be Geoffrey. "I can't, Sir. I'm too shy," he called, in a funny voice.

"Shy or not, you have caused confusion and delay," **boomed** Sir Topham Hatt.

"I'm sorry, Sir," said Thomas, still pretending to be Geoffrey. "I'll be good from now on."



Thomas's plan had worked! Everyone thought Geoffrey was real! Then there was trouble . . . The rails began to **rumble** . . . Spencer was racing up behind Thomas at full speed!


"Fizzling fireboxes!"
Thomas cried, steaming
out of the tunnel.
Sparks flew from Spencer's brakes.
Screech! He stopped just in time.
1

"Where's poor Geoffrey?" said Sir Topham Hatt.

"Who's Geoffrey?" asked Spencer, puzzled.

"He's a red Steamie from the Mainland," Percy explained. "Did you pass him in the tunnel?"

"The only engine I could see was **Thomas,"** Spencer huffed.

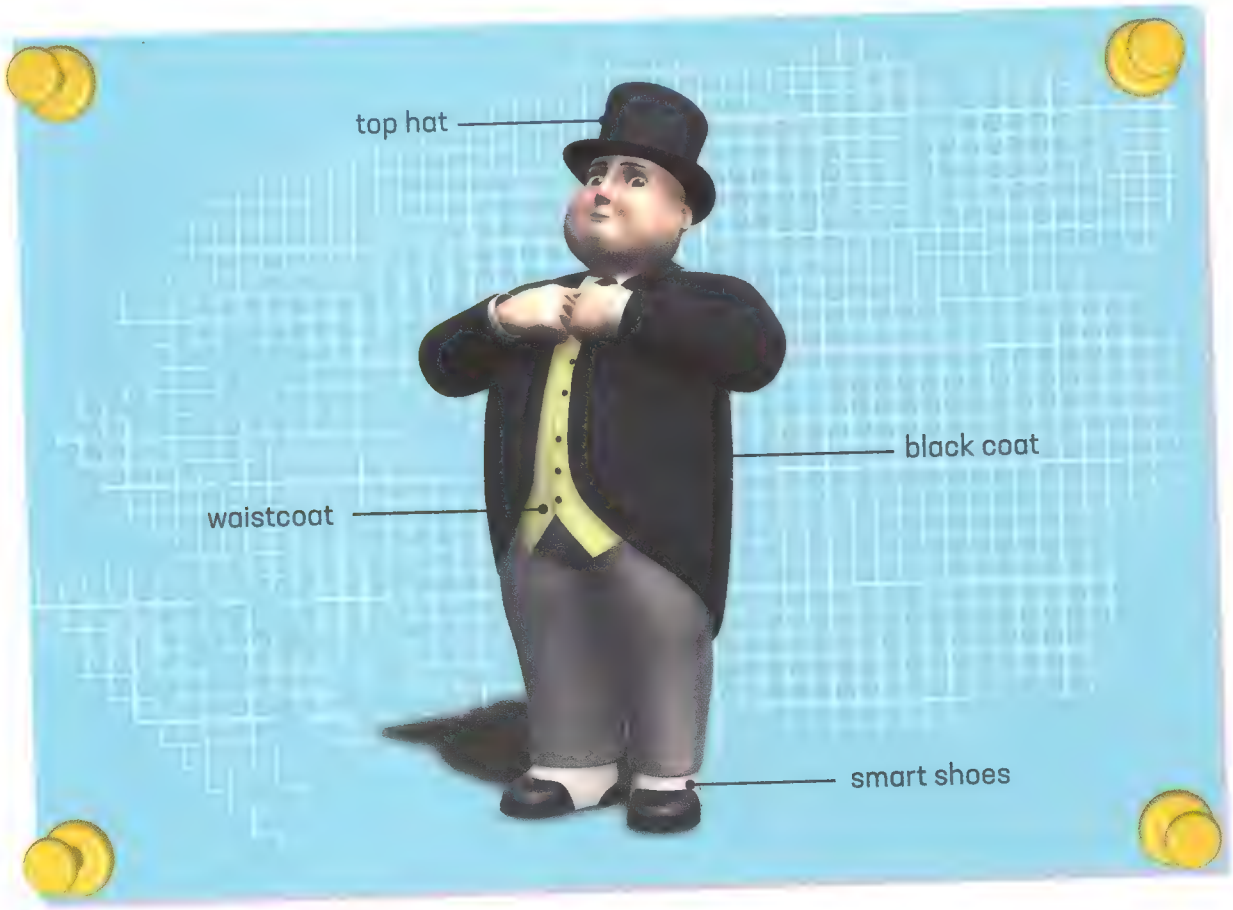
Sir Topham Hatt was mad.

Thomas knew he had to tell the truth–
about the accident and about Geoffrey.
"I'm sorry," he said.

"Accidents happen," Sir Topham Hatt replied.
"But stories about pretend engines will not do."

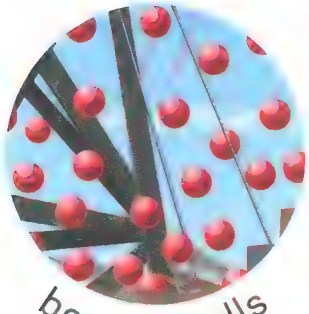
"It's a shame Geoffrey isn't real," peeped Percy.
"He sounded like a Really Fun Engine!"

More about Sir Topham Hatt



Sir Topham Hatt's challenge to you

Look back through the pages of this story and see if you can spot:



bouncy balls

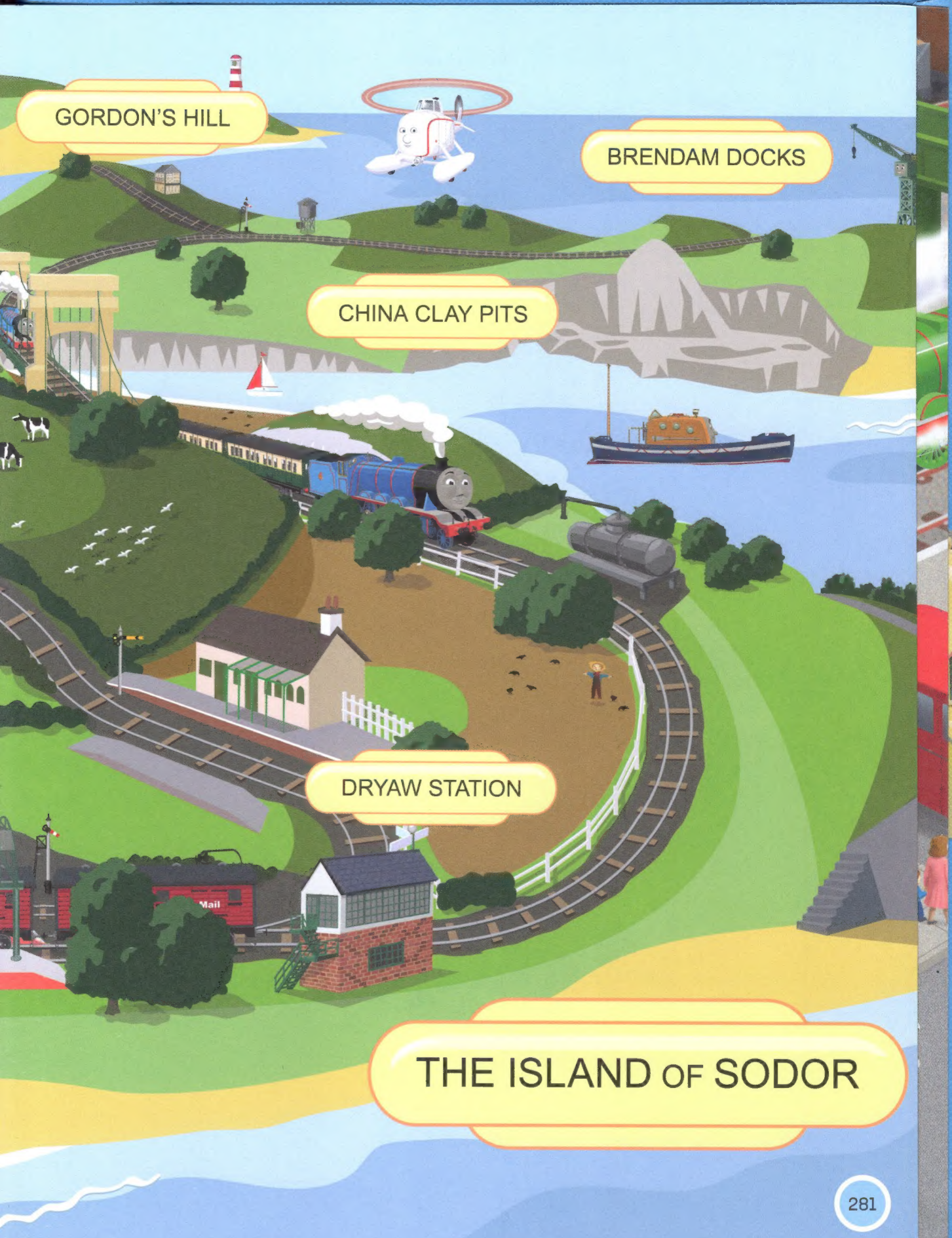
driver

platform sign

birds

Cranky's hook

ULFSTEAD CASTLE
FFARQUHAR STATION
TIDMOUTH SHEDS
KNAPFORD STATION

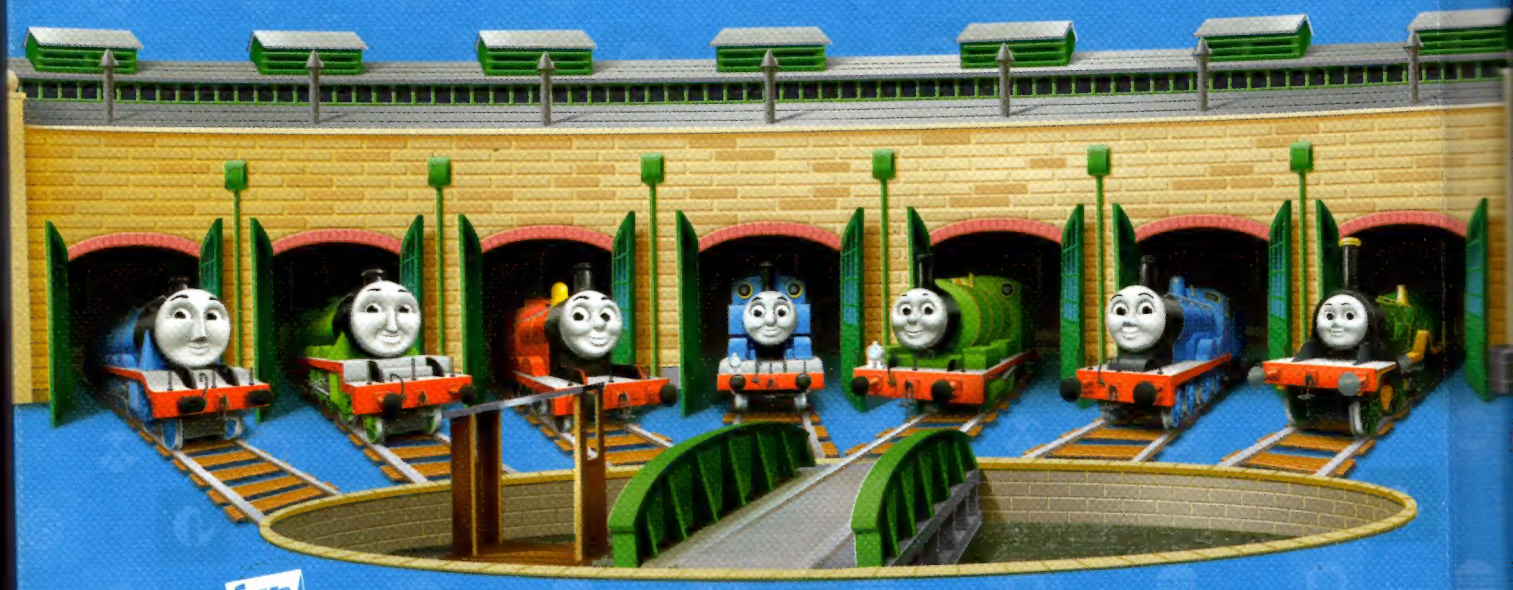

GORDON'S HILL
BRENDAM DOCKS
CHINA CLAY PITS
DRYAW STATION
THE ISLAND OF SODOR

2
6
7
1

THOMAS & FRIENDS

Thomas Treasury Collection

Time to go on adventures with Thomas! This collection features beautiful illustrations on every page and sweet stories of Thomas learning new things, making friends, and being brave. With ten unique tales about your favorite Tank Engine, this beautiful treasury is sure to be a favorite on any bookshelf.



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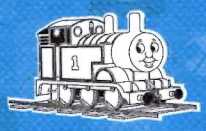

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